Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 85
Oct 23-29, 1984

45p

Over 100 readers will be winners in our Statesoft competition

Better graphics on your CBM 64 – we show you how

First full review of the new Spectrum+

Spectrum surprise!

Sinclair surprised nearly everyone by keeping its new computer secret until the day of its launch. The Spectrum+, a 48K computer with typewriter-like keys, was kept under wraps until the official launch on Monday 15 October.

The Spectrum+ costs £180 and looks similar to the QL. A review copy was delivered to several magazines, together with a bottle of champagne.

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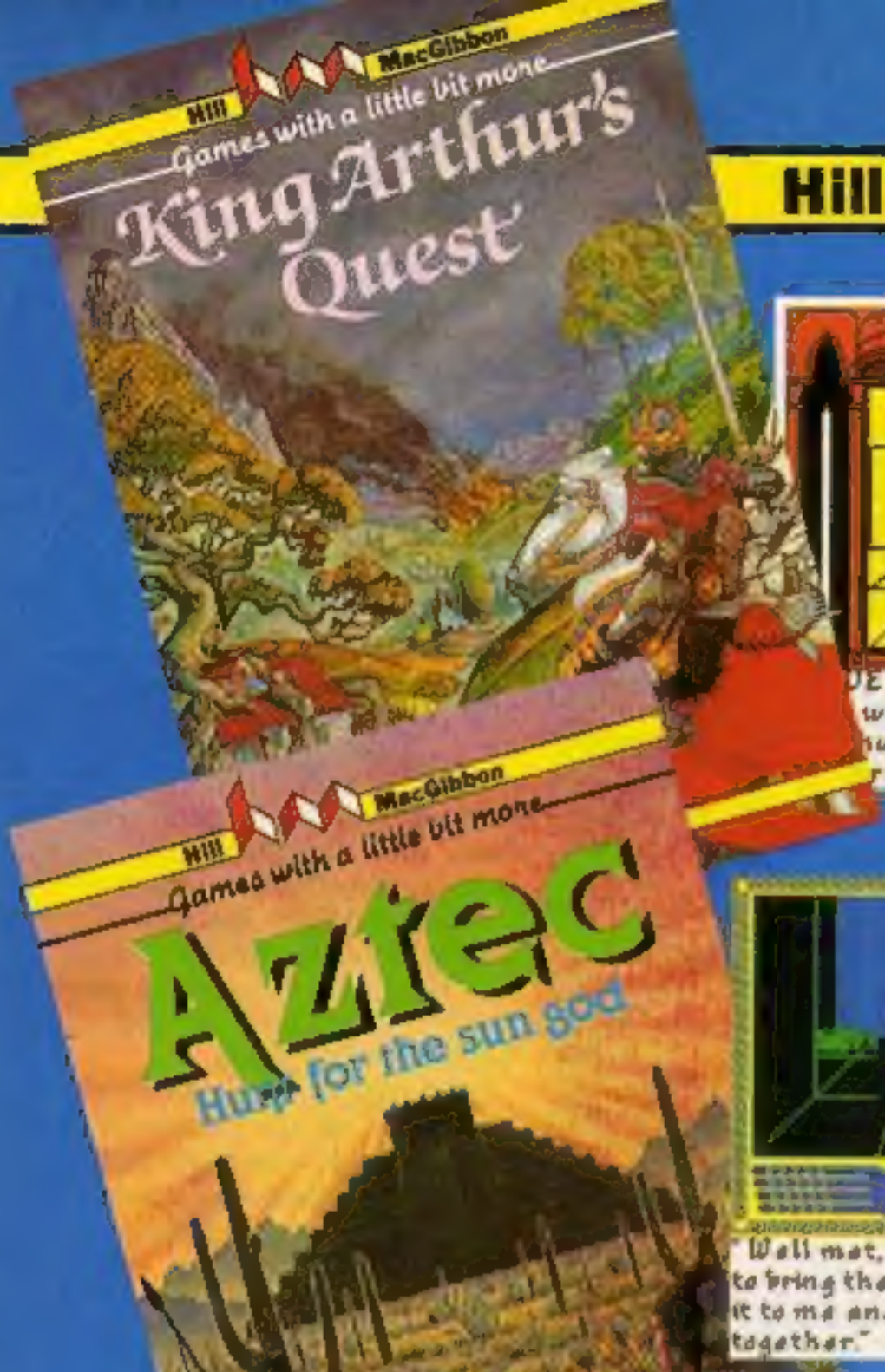
Spectrum program
Escape from Devil's Island

Oric game
Future tense

ZX81 listing
Danger

Plus: news, letters, charts . . .

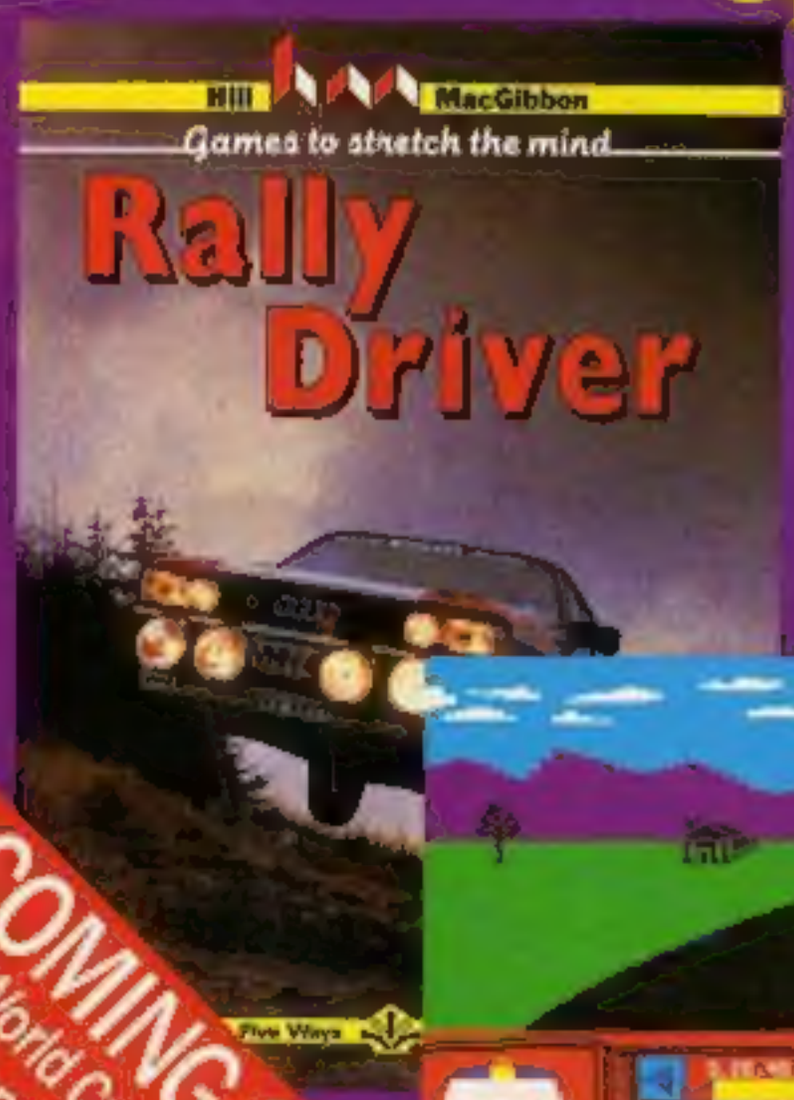
Hill MacGibbon

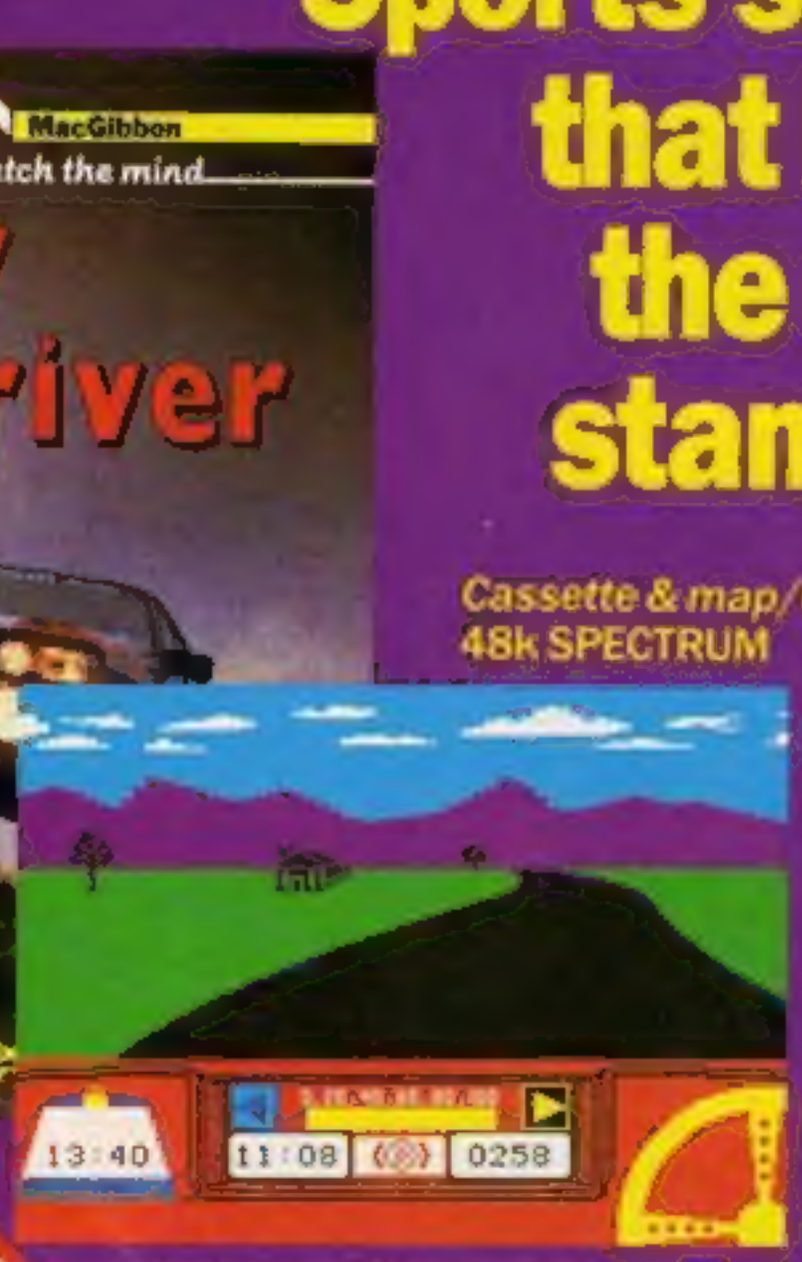


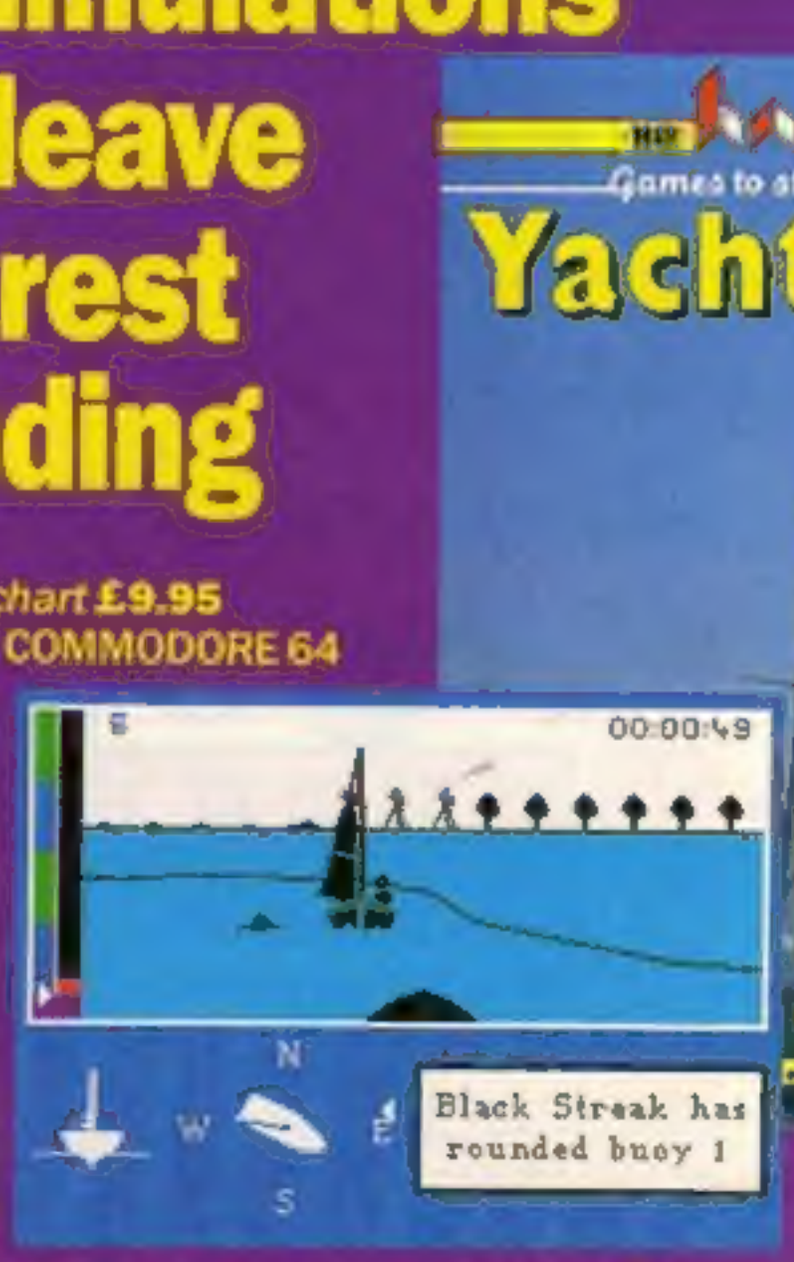
After Midnight — two adventure games that herald a new dawn

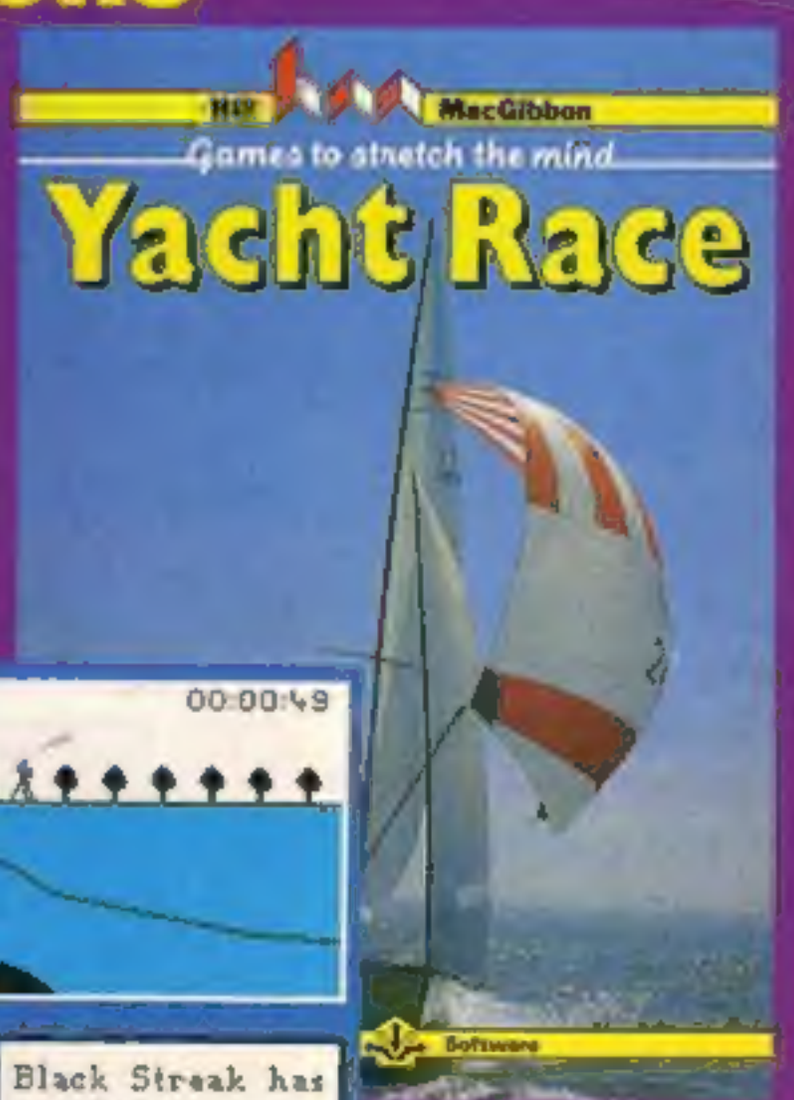
A new concept — all graphics, 3D, and 360° scrolling

Sports simulations that leave the rest standing









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Software houses: send your software for review to the editorial office at the address below. Contact us for competitions and other promotions, too

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BRITAIN'S BRIGHTEST

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From front page

no doubt to celebrate the marketing exercise.

Sir Clive Sinclair, Sinclair's chairman, said that research had shown that the Spectrum was preferred to other makes on all counts except for the keyboard. "There's a sector of the market which buys the Commodore 64 not because it's got better or more software — it hasn't — but because of the keyboard," he said.

Sinclair kept its new model a secret to avoid promising what it could not immediately deliver, and to avoid hitting the sales of the present model. First deliveries were to major chains only, since the news would have leaked out if independent dealers had also received the computer.

• First review of the Spectrum + on page 5

Tribute to author

Flight 401, best-selling simulator for the Oric/Atmos, is published as a posthumous tribute to its author, young Colin Campbell. Colin, aged 20, died recently of a brain tumour but throughout his long illness he kept his interest in the fate of his simulator.

Colin's father, Gordon Campbell, said: "He worked very hard on it while he was ill. He was absolutely determined to finish it. He wanted us to go ahead and although he had a stroke he was able to ask what was happening to the program."

Mr Campbell is assistant director at Newcastle Polytechnic, where Colin was taking a business studies course. He emphasised that he had absolutely no desire to exploit Colin's death to promote the game: "We did not want any gimmickry," he said. "We wanted the program to stand on its own merits. We did agree to a little statement on the inlay card, though."

Knightsoft is the publisher of the flight simulator, and the company was unaware of Colin's condition. "It was very embarrassing for KnightSoft because they did not know he was ill, let alone that he had died," said Mr Campbell.

Geoffrey Lloyd-Hartley, proprietor of KnightSoft, said: "When his parents told me he had died it was like hitting a brick wall. I thought they would not want it published but they wanted it produced as a tribute."

And the game is doing very wel, particularly in France, according to Mr Lloyd-Hartley. "Colin sent in the program after we advertised," he said. "I compared it with another one and thought it was better."

Mr Lloyd-Hartley spoke of the tragedy of the young man's death. "Colin had a promising future ahead of him", he said. "I spoke to him on the phone and he was a very positive lad who knew where he was going. It seems such a waste. Every time I pick up his file I get depressed."

Four from the BBC

BBC Publications has announced four new programs: Game Core, Drawstick, Word Mover and Astronomy. Game Core (£10.95) enables you to write simple but absorbing board games, and includes four ready-made games, one of which is used as a tutorial model.

Drawstick enables you to create four-colour hi-res pictures, while Word Mover is a text editor for BBC B/Electron. Both cost £9.95.

Astronomy features a range of vivid graphical demonstrations, and is aimed at the 9-12 years age range. Price: £9.20 on cassette, £13.80 on disc.

BBC Publications, 35 Marylebone High St, London W1M 4AA

Explorers linked by BBC

Operation Raleigh is using BBC computers to assist in ship administration and the pre-analysis of research data from projects carried out both on board ship and in the field.

Acorn Computers has donated 11 BBC systems which will be on board the Sir Walter Raleigh expedition flagship when it leaves the UK on November 13.

Operation Raleigh is a round-the-world expedition which takes young explorers to the rain forest of Costa Rica and the caves of the Bahamas. The computer laboratory will be linked by satellite to micros in the UK based with scientists at Leeds University.

Rock bottom prices

Yet another company eager to sell software at reduced rates — Blaby Computer Games. The company has announced that it will be selling many of its exciting range of games at £1.99, as well as new games which will be released at the rate of six per month.

Old Blaby favourites like Guido, Icicle Works, Hubert and Tron for the Spectrum, as well as Boris the Bold, The Bells, Darts, Mission Attack and Macdougall's Last Stand for the Dragon will now be available at cut prices.

Computers catered for include Spectrum, VIC-20, Commodore 64, Dragon and Atari.

Blaby Computer Games, Crossways Hse, Lutterworth Rd, Blaby, Leics

New releases

• From Mirrorsoft, Star Eggs is introduced as "a space fantasy for eggspert gamesters," while Catastrophes involves you constructing a building. You must try to make the building as tall as possible — the only problem is that this is earthquake zone. Both games are for the CBM 64 and cost £6.95 on cassette and £9.95 on disc.

Mirrorsoft, Holborn Circus, London EC1P 1DQ

• Dk'tronics will be releasing Popeye, as well as Minder and Hagar the Horrible this autumn All games will be simulataneously launched for Spectrum, Commodore, Amstrad and MSX.

Dk'tronics, Unit 6, Shire Hill Ind Est, Saffron Walden, Essex CB11 3AQ

Hewson Consultants has launched Fantasia Diamond for the BBC. Based on the theft of the fabulous diamond, it's a conversion of the same game for the Spectrum. Cost: £7.95. Also from Hewson — Avalon the Adventure Movie. A combination of arcade and adventure, it's a 3D real-time interactive game. Available on the Spectrum, Avalon costs £7.95.

Hewson Consultants, 56B Milton Trading Est, Milton, Abingdon, Oxon OX14 4RX

• Four new Commodore 64 titles have emerged from Beyond Software. Ankh is a puzzle adventure; Aztec is a real-time adventure; Mr Robot is an arcade game with design-and-play facility, while My Chess II is a 3D chess program. Cassette: £8.95; disc: £11.95.

Beyond, Lector Ct, 153 Farringdon Rd, London EC1R 3AD

•Swords and Sorcery is PSS' new adventure for the Spectrum. The game makes use of the MIDAS adventure concept of 3D graphic animation and costs £9.95 on the Spectrum — Commodore 64 version to follow.

PSS, 452 Stoney Stanton Rd, Coventry CV6 5DG

• Rolf Harris is backing Commodore's Picture Builder. This is a program which utilises shapes and building blocks to create complex patterns and pictures. Suitable for use by both adults and children, the package includes a save facility and costs £9.99 on cassette.

Commodore, 1 Hunters Way, Weldon, Corby, Northants NN17 1QX

• The Designer's Pencil is Activision's "easy-to-use" programming product which draws your own graphics on screen, as well as providing a musical background — and all you have to do is use your joystick. On the Spectrum, Designer's Pencil costs £9.99, while CBM 64, Atari HCW and MSX versions are available for £11.99.

Activision, c/o Ray Hodges Assoc, 5/7 Forlease Rd, Maidenhead, Berks SL6 1RP

Boxer and Black Box/Gambit are Acornsoft's two new arcade games, while The Seventh Star is a new adventure. On cassette the games cost £9.95, while disc versions (with the exception of the Seventh Star) cost £11.50.

Acornsoft, Betjeman Hse, 104 Hills Rd, Cambridge CB2 1LQ

Treasure hunt

Commodore has announced the launch of a software/book package which looks set to spark off a £1m treasure hunt.

Based on the book by John Worsley, the Spirit of the Stones is an arcade game with 21 locations, at which a different game must be played. Discover hidden letters, make up a secret word and solve the riddles in the book to find 40 talismans and the Great Wight Eye.

Those who discover the talismans will share the prize money, which will be accumulated as cassette sales increase. Commodore is allocating 50p

Continued on page 6

The Spectrum is dead! Long live the Spectrum?

Sinclair sprang its new model on us all without pre-promotion promises. Mike Roberts studies the new Spectrum and gives you his frank opinions

It came as a great surprise when the Spectrum+ arrived. Rumours had been flying for some time, but it was quite a shock to get it. The spectrum+ was launched to the public on the day when dealers received the machines, in order to avoid the QL fiasco.

The Spectrum+ is similar in styling to the QL. It is a flat oblong block with a QL-style flat keyboard on top. All the Spectrum connectors are in exactly the same position on the back as they are normally, and with good reason. The Spectrum+ is a Spectrum — nothing more, nothing less — with a different keyboard and price tag.

At the side of the keyboard is a small reset switch. This saves the wear and tear of turning the machine off and on to clear the memory contents. However that's all it does; there is no facility to keep memory contents intact.

The keyboard isn't brilliant; it is marginally better than the original Sinclair keyboard, but that's not saying much. Key layout is much better and there are extra keys such as extended mode, edit, delete, break, cursor control keys, extra caps shift etc. In all there are 58 keys, which is quite an improvement on the old Spectrum's 40. The keyboard also has little legs which fold out from the back to improve typing angle.

The big problem with the keyboard is the throw of the keys, which isn't very much, around 7mm. It seems unresponsive, even dead. Also the keys keep falling out. They had fallen out in transit, they kept falling out later, and according to my local W. H. Smiths, their machine's keys had all fallen out, resulting in a very embarrassing re-assembly before sale.

However the manual is a work of art. It has been written by Dorling Kindersley, the company which produces the excellent Screen Shot series of books for various micros.

The manual is designed in the Screen Shot style with full colour throughout. Colour has been used to great effect with colour coding and full colour screen shots of exactly what should be happening on your own screen. There are pictures of the machine itself, inside and outside. Incidentally, the picture of the insides shows an ordinary Spectrum PCB issue 3B although the machine itself has a 4B. This book is an example to other manufacturers on how to produce a manual, and it will be on sale to existing Spectrum owners at £4.95.

The old and the new

Spectrum with new manual and introductory cassette

Close-up on the keyboard

The power supply is very similar to the QL. It's very sturdy and fits in well with the design.

The expansion slot at the back causes problems. Most independent Spectrum peripherals are shaped to fit around the thin rear edge of the old Spectrum's case. The case on the Spectrum+ is slightly larger, and has a slight projection above the slot. This results in most independent add-ons not fitting flush. Most can cope, and their connectors can be bent into shape, but some are a bit loose and can fall off or wobble easily, and the odd few make such a bad connection that the Spectrum+ refuses to start up. It just fills the screen with garbage and hangs. These peripherals can also crash the machine in operation, losing all your programs.

There is also a problem with software. Some games which have quite reasonable key layouts are spoilt by the different arrangement of the keys in the Spectrum+. There may also be a problem with keyboard scanning — one of the keys in Ant Attack appeared not to work. However, this has not been varified. A six - game gift pack is with the machine. In the gift pack are VU-3D, Make a Chip, Scrabble, Chess, Chequered Flag, and Tasword 2.

All these programs are top of their class. Tasword 2 is the definitive word processor for the Spectrum; VU 3D is a 3D graphics program from Psion; Scrabble is an excellent implementation by Psion and Leisure Genius; in Chequered Flag you race against the clock over Grand Prix circuits, while Chess has all the features you would expect.

In conclusion, this is a Spectrum with an attractive but impractical keyboard, free software and a hugh price tag. For massive it is - £179.95. For the price of a Spectrum+ and a joystick interface you could get an Electron, Atari 800XL or Commodore 64. For the price of Spectrum+ a joystick interface and a decent joystick you could get an Amstrad.

When the Spectrum first came out some years ago it was revolutionary. A year later it was dated. Now it maintains its popularity on the strength of software available, since there are machines with a higher spec at a slightly higher price. The Spectrum+ is now in the price bracket of the more advanced machines. For a similar price you could buy a dk' tronics keyboard and an Spectrum ordinaire and the keyboard would be better.

From page 5

from each cassette sale to the royalty fund which will be shared by talisman holders.

But it sounds as if you could wait up to 10 years to get any money — the royalty fund closes in December 1993, or when £1m has been raised (which means two million packs must be sold) or alternatively when all the talismans have been accounted for. So it's quite possible that no money will be shelled out until 10 years hence.

Cassette, or disc, and book will be available from November and cost £14.99. The story centres round the Isle of Wight, where the author was born and lives. Fortunately, none of the talismans are buried anywhere, so there won't be any need to dig up the countryside and all users will stand an equal chance.

Commodore, 1 Hunters Way, Weldon, Corby, Northants NN17 1QX

Joystick Interface

New from dk'tronics: a programmable joystick interface. Dk'tronics says it is simple to program from the keyboard or with the software supplied.

It is also claimed to be one of the few available which will run all software, including programs using interrupt mode 2. Price: 22.95.

dk'tronics, Unit 6, Shire Hill Ind Est, Saffron Walden, Essex CB11 3AQ

Join the club

Activision is currently promoting its software club, of which membership is free. A quarterly news publication is sent to all members, and features of this are competitions, hints and tips and a pen-pal service.

The software club has been running for two years and Activision is trying to increase the ranks of members. Write to the address below if you are interested in joining, remembering to include your name, address, age and which system you are using.

Activision Software Club, 5/7 Forlease Rd, Maidehead, Berks SL6 1RP

Briefly

Atari has announced a price reduction of the Atari 64K 800XL. It's now available at £169.99. Atari intends to take its biggest ever share of the market this Christmas, and is also reducing price of software. Atari classics like Pole Position, Donkey Kong and Moon Patrol will now cost £9.99, while Atarisoft prices will start at £7.99.

Atari, Atari Hse, Railway Terrace, Slough, Berks SL2 5BA

Palace has announced the conversion of The Evil Dead for the BBC. Available in the shops at £7.99, The Evil Dead will soon also be available for the Spectrum.

Palace Software, 275 Pentonville Rd, London N1

Here's a new speech synthesizer for BBC: Voice Master from Metron Audio. Metron claims that it's easy to fit and even easier to use. There's a library of over 700 words and any word in the library can be entered as one code number. Price: £37.

Metron Audio, 7 Delilah Rd, Poole, Dorset BH15 4NR

Argus Press has acquired Starcade, a Liverpool-based software house. Savage Pond is one of its games, which is available for Atari, BBC, Electron and Commodore.

Argus Press Software, No.1 Golden Square, London W1R 3AB

Ferguson is now introducing its new 14-inch colour television, costing £229. Separate RGB, composite video and aerial inputs enable the TV to be connected to home computers, video games and video recorders. Sound output can also be routed through the monitor for improved quality.

Ferguson, Cambridge House, Great Cambridge Rd, Enfield, Middx EN1 1UL

Are you a winner?

There were seven differences in our Microdeal spot the difference competition and 100 winners will each receive a copy of Microdeal's game Buzzard Bait.

Here are the names of the 100 winners: Stephen Cayzer, Seer Green, Bucks; Robert Olive, Haywards Heath; Harish Patel, Walsall; Jason Reitman, Hainault; Darrell King, Hull; Greg Brown, Whitstable; Lam Huuen Le, London; C Dunkin, Potters Bar; M Barrowclough, Stockport; John Batten, Watford; Martin Chattaway, Dagenham; S E Emwistle, Atringham; K W Carr, Rhyl; Stephen McLaughlin, Fleetwood; R L Brooks, Leeds; D C Primrose, Middlebrough; Kevin Jackson, Swindon; Jonathan Guest, Studley; R Daniel, Bedford; R M Goding, Bristol; Charles Goldman, Welwyn; M Booth, Huddersfield; Naina Advani, London; Paul Fisher, Wirral; Stephen Cogan, Leeds; Andrew Beale, Wallington; Barry Sedon, Wigan; L R Hambleton, Nottingham; Sean Conway, Kilkenny; Conor Bryne, Newry; Andrew McLean, Swindon; D Matless, Norwich; Colin Nicol, Glasgow; Leigh Fitzgerald, Leamington Spa; Jonathan Wyatt, Weymouth; Martin McKay, Inverness; W H Twynham, Epping; Ian Parkinson, Bromsgrove; Mark Lee, Rotherham; Paul Devitt, Leyland; J A Bolsover, Sheffield; Barrie Hillen, Shewen; Paul McNally, Basildon; Justin Isbell, Dorking; D A Potter, Rochford; Ian Roberts, Southampton; John Burgess, Crewe; Lorna Fox, Oxford; Richard Ellington, Wrexham; R Meehan, Walton; Philip Callaghan, Stafford; Christopher Cameron, Buckie; Matthew Smith, Daventry; Matt Powell, Dursley; Nicolas Webb, Christchurch; Paul Thomas, Sandiacre; J C Church, Waltham Abbey; Clive Evans, Basingstoke; Roger Aidam, London; Alan Ip, Shipston; Gordon Smith, St Ives; Neil Scrimgeour, Corby; T M Britten, Boverton; Gerald Page, Southampton; Paul Jones, Telford; Marcus Dowling, Dublin; J O Yarker, Pickering; Christopher Megson, St Austell; Chris Shelly, Colchester; M Freeman, Desborough; C H Gardner, Newcastle; Craig Bickham, Chatteris; C J Simmons, Bognor; Asim Ullah, Scotland; Andre Mieszczanczuk, Stafford; M R Wakins, Cleethorpes; J S Berlinton, York; A Chu, Castleford; T O'Brien, Banbury; T Dutton, Westerham; Andrew Mason, Troon; F Hannaway, Glasgow; K L Ward, Shildon; L Jarvis, Slough; Edwin Armstrong, Bedford; Dennis Richards, London; Chris Bursnell, Ludlow; Chris Crane, Stoke; Kevin Rees, Basingstoke; Jonathan Squibb, Poole; Shahzad Rubani, London; Balwinder Singh, Dudley; Carl Butterworth, Pontefract; T Ma, Aldershot; Ian Lester, Knutsford; Gary Codling, Chelmsford; D J Wilson, Portsmouth; J M Dawson, Middlesbrough; Mathew Bradburn, Amersham; Andrew Beale, Wallington.

There were eight differences in our Mirrorsoft spot the difference competition. Sixty-four winners will each receive Caesar the cat in soft toy form as well as the game.

These are the 64 winners: S Graham, Co Down; Robert Dimler, London; Barry Marsden, Darwen; J Hartrell, Spilsby; DA Greasby, Wakefield; Suhail Ahmad, Stourbridge; Keven Jackson, Swindon; S Dimavhio, Dartford; Jeanette Fryer, Rotherham; S Collins, Cleveland; P Kersley, Preston; Neil Rose, London; David Smith, Melton Mowbray; David Whyld, Ripley; Chris Jenkins, London; Stephen Brown, Aberdeenshire; A Trevascus, Bristol; Dominic Ramsey, Haddenham; NF Owen, Prestwood; MG Stephenson, Blyth; Andrew Spence, Wilmslow; Ralph Sturrock, Edinburgh; Andrew Bennett, Cumbria; M Gough, Hersham; Sidney Reeves, Birmingham; J M Walker, Isle of Wight; Gavin Lee, New Malden; Sonia Roebuck, Lymington; J Stokes, Will; M T Irwin, RAF Bruggen; K W Carr, Rhyl; Kenneth Burrell, Clive; Alison Fox, Sidcup; Tony Merrigan, London; Alan MacNiven, Earlston; Henry Featherstone, Clwyd; A J Swann, Pontyclun; D A Dobbin, Rochford; Patricia Taylor, Wimborne; Karen Rolph, Heaton; Stephen Bushell, Eastbourne; Darren Hughes, London; Robin Tomlinson, N Wembley; Beverly Toulson, Deal; Edward Pentland, Newcastle upon Tyne; John Thompson, Tidworth; Darren Mellor, Sheffield; A Dixon, Blackpool; Gideon Summerfield, Newcastle upon Tyne; David Smith, Slough; Mark McLean, Aberdeen, Robert Lane, Brighton; A W Barker, Cambridge; J W Miller, Gillingham; I West, Manchester; Maurice McCann, Co Armagh; David Tuckley, Reading; Mark Peperrell, Bedfont; Miles Ainley, Huddersfield; P F Gray, Hull; Steven Kirk, Northumberland; Elliot Mason, Sussex; Paul Crawley, Hanworth; Michael Adams, Washington.

Here are the names of our winners in the Intrigue spot the difference competition. They each win a T-shirt and six games by Intrigue. There were seven mistakes.

Andrew Dilley, Southampton; T W Ford, Wokingham; Tim Prince, Kendall; Derek Penrose, Romford; Karl White, Caithness; Richard West, Aberdeen; C Wrigley, Blackburn; G N Lacey, Tunbridge Wells; Alistair Longworth, Dursley; C R Guy, Long Eaton; Anthony Moss, Chesterfield; D Russell, Warminster; Martin O'Loughlin, Reading; Robin Loval, Norwich; P. Adams, Hanworth; Robert Reynolds, Sheffield; R P Svenson, Cambridge; M Sydall, Braintree; Gary Rutter, Wigan; Jared Christie, Henfield; Matthew Evans, Powys; Michael Bill, Coventry; Marie-Louise Crane, Stoke; Darren Prince, Salford; Alisdair Easson, Edinburgh; I D Thorn, Chelmsford; Robert Aspland, Stockport; Janice King, Hucknall; Richard Taubman, Rossendale; Norman Parkes, Burnley; Kevin Smith, Stowmarket; Mark Foster, Doncaster; S Cayzer, Seer Green; Alan Coates, York; Brian West, Presbury; J R Lambert, London; M Lockey, Cleveland; Mark James, Chatham; S M Greaves, Derby; G Doran, Strathclyde; Andrew Morrison, Alloa; Mark Pepperell, Feltham; Kuldeep Chopra, London; N C Clemons, Coventry; Sean Conway, Kilkenny; J J Jarman, Bromley; Martyn Ranson, Tadcaster; Paul Marsden, Dagenham; G Jenkins, Nottingham; P R Taylor, Birmingham; M A Sales, Bracknell; Conrad Sweeney, Coventry; Ryan Adams, W Midlands; Jonathan Coetier, Sheffield; Julia Westall, London; Darren Purdey, Langley Mill; Paul Gray, Cramlington; Gary Logan, Alloa; I J Doble, Bristol; A E Williams, Chorley; Richard Kenyon, Burnley; Simon Valentine, Huntingdon; A J Kidd, Stirling; Stewart McCombe, Denny; A Williams, Barnsley; Neil Crowson, Peterborough; Stephen Irvine, Lisburn; D Matless, Norwich; Timothy Van Der Velde, Newcastle; Ross Sargent, Folkestone; Astrid Larney, Hull; Joseph Kenny, Wicklow; James Brown, Redditch; James Potrit, Lancashire.

dk'tronics programmable interface

Melbourne House

Adventure

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'Superior to any other adventure game.' YOUR COMPUTER
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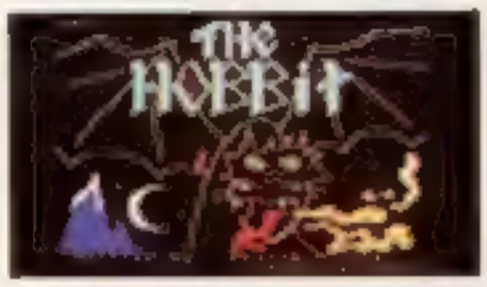
'More of an Experience than a program.' POPULAR COMPUTING WEEKLY

HAMPSTEAD. Hampstead is an adventure game for would-be social climbers. It is a quest, but not for gold. Your aim is to reach the pinnacle of social status.
At the start of the game, you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

ZIM SALA BIM. This program has it all: smooth, arcade-style graphics; every location brilliantly displayed in three dimensional graphics; murder, mystery and adventure in the malicious Sultan's kingdom; exciting challenging problems full of variety and intrigue.
Zim Sala Bim – a totally new adventure experience!



Melbourne House Adventure Games

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☐ Commodore 64 Sherlock	£14.95
☐ Spectrum The Hobbit 48K	£14.95
☐ Commodore 64 The Hobbit	£14.95
☐ BBC The Hobbit, Model B	£14.95
☐ Spectrum Hampstead 48K	£9.95
☐ Commodore 64 Zim Sala Bim	£9.95
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☐ Commodore 64 Classic Adventure	£6.95
☐ BBC/Electron Classic Adventure	£6.95

Orders to: Melbourne House Publishers,
39 Milton Trading Estate
Abingdon, Oxon OX14 4TD
Correspondence: Melbourne House Publishers,
Church Yard, Tring, Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.
All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.
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Billy Bluebottle 48K Spectrum £5.95

Power, 12 Hagley Rd, Stourbridge, W Midlands DY8 1PS

Billy Bluebottle is an ingenious, sophisticated and dedicated saviour of the fly world with amazing strength enabling him to move large objects around provided he has enough energy. This can be replenished by eating mouldy food.

On the first screen Billy's mission is to rescue a fly from the flooding basement by taking him a pump, but Billy must avoid the people, flycatchers and flyspray.

He can use a lift to travel between levels but careful positioning is required to use it safely.

To move the pump requires a great deal of energy replenishing and I have yet to succeed within the time. There are three screens to be completed, but it is possible to cheat by selecting the starting screen.

The characters are too small and the first screen is plain. The second and third screens are more complex and look better.

The game controls are left, right, and fly and they are sensibly located, and there is a Kempston interface option. There is also a throw key which seems to be useless.

Billy Bluebottle represents a difficult, but uninteresting challenge. **S.J.E.**

instructions	50%
playability	60%
graphics	50%
value for money	60%

★ ★ ★

SAS Commander BBC B £4.95

I wonder when someone will produce some gentle games?

SAS Commander is in the 'kill as many as you can' mould, but I enjoyed it because of the small number of keys required. Not that it is easy to play, it's just that some programs get my fingers knotted so I loose co-ordination.

The scene is a street reminicent of a wild west town and ten terrorists are hidden in the buildings. You must kill each of the ten as they appear without getting shot yourself. There are three different street scenes but all ten terrorists have to be shot before a scene change is made. You can only sustain four wounds before loosing.

Along with each scene come another ten terrorists attacking in larger groups. One problem is that your wounds follow you from one scene to the next. In addition, terrorists sometimes appear with hostages, which, if shot, produces instant dismissal from the force.

I once managed seven scene changes after the game failed to record hits against the hero, but on the whole, a good game for the price. **J.H.D.**

instructions	80%
playability	90%
graphics	65%
value for money	90%

★ ★ ★ ★

Fulfil your lifetime ambitions

Ever wanted to be a hero, a private eye or a professional soldier? Now's your chance

Gumshoe CBM 64 £7.50

A & F, Unit 8, Canal Side Ind Est, Woodbine St East, Rochdale, Lancashire OL16 5LB

My first thought when I saw the cassette was that I was going to review a detective adventure game. How wrong I was! It is another multi-level game in which you move up and down ladders and along platforms. There are trapdoors, chutes, escalators and lifts.

Small men with guns walk about the screen and shoot at you. You may either shoot them or dodge the bullets by using the ladders and chutes or by crouching down.

The screen displays one part of a cross section of a tower block at a time. As you move the display scrolls to show more of the playing area. The graphics are quite good.

A full score table is included which tells you your current status, etc. You may save the game half way through and continue at a later date.

Finally I was not impressed by the one bug that I found in the game. Sometimes when you go down a chute the game goes into an endless loop, displaying various title screens which change as you press the fire button. **K.I.**

instructions	55%
playability	60%
graphics	60%
value for money	65%

★ ★ ★

Builder Ben CBM 64 £1.99

Scorpio Gamesworld, 15 Fennel St, Manchester M4 3DU

The best point worth mentioning about this game is the price tag of just under two pounds.

The first screen involves moving your man from the bottom of the screen to the top, collecting a tool and moving back again. While doing this you must not come into contact with anything else which is displayed.

In the second screen you should move up the ladders and platforms while collecting the bricks. This may remind you of the last screen in Krazy Kong, it is certainly very similar.

The general quality of the game is not very high, no exciting techniques or effects have been used. Perhaps software authors should invent new games rather than re-invent the wheel.

The program is recorded in a turbo format so that loading is speeded up. No loading problems were encountered at all.

Most of the instructions were printed on the screen by the program. It would also have been nice to have them on the inlay card for reference. **K.I.**

instructions	20%
playability	30%
graphics	25%
value for money	35%

★

HERO CBM 64 £9.99

Activision, CGL Hse, Goldings Hill, Loughton, Essex

In HERO you control a small man with a jetpack on his back. Pushing the joystick up will cause him to move up while tapping it will allow him to hover. Left and right movement can be created by making him fly or roll.

The object of the game is to get through a series of caverns, running along platforms and flying through chutes until you come to a miner whom you rescue. At this point you are awarded points according to your time taken and how well you did. On the way through the caverns you should avoid or kill various meanies; try not to smash the lamps and keep off the lava walls.

You will frequently come across a rock wall blocking your way, which you can shoot or blow up, depending on how much time and dynamite you have left. Bonus points are awarded for getting to the miner or a short time after for the amount of dynamite you have left.

The graphics are slightly unclear. Too much detail has been added although it does look quite good. **K.I.**

instructions	50%
playability	80%
graphics	75%
value for money	85%

★ ★ ★

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IF YOU'RE a winner in this week's competition you can look forward to launching yourself into space to combat aliens intent on destroying the earth.

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We're giving away 11 prizes, each consisting of two of Statesoft's top games: Astrochase and Flip and Flop, both for the CBM 64. Each game is worth £8.95 so you could win nearly £17-worth of software. So with such a good chance of success you've got nothing to lose by entering.

Astrochase takes you into orbit around the earth in the 23rd century. An alien race has surrounded the galaxy with a force field and placed Mega Mines in space above the earth. You must attempt to eliminate the mines to save the earth from destruction. The mines gradually move closer and closer to the earth and there are various nasties to foil your plans including Ramalons, Ramatrons, Firetrons and Firelons. There are 34 levels and the action is fast and furious.

Flip and Flop brings you back down to earth but you won't lose out on excitement. The game is set in a zoo and the heroes are Flip the Kangaroo and Mitch the monkey. Our heroes are trying to escape from the zoo to rejoin the circus but they have to contend with the zookeeper, flying nets and sticky squares.

Time is short and one moment you could be guiding Flip as he jumps around on tiles and the next minute the screen has flipped over and Mitch is hanging from an upside-down version. There are 36 levels and 13 different screens with orchestral music to accompany your efforts. If you're lucky enough to complete the game, you arrive at the big top filled with all the glamour of the circus.

It's easy to enter and the rewards could be great, so why are you waiting?

How to enter

Look closely at the two cartoons — there are a number of differences between them. Circle the differences on cartoon B and seal the cartoon and coupon in an envelope. Write clearly the number of differences you found on the back of the envelope.

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You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

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A

B

Sport for all

Get involved in some of the world's most popular sports — without stepping outside the door!

Decathlon
CBM 64 £9.99

Activision, CGL Hse, Goldings Hill, Loughton, Essex

At long last someone has sat down and written an excellent version of Hyper-Olympics for the CBM 64. If you have never heard of Hyper-Olympics then I suggest you rush out to the nearest amusement arcade or buy Decathlon — both are extremely addictive.

The object is to do as well as you can in various sporting events. Movement is created by jerking the joystick from side to side as quickly as possible.

The sports included are running, hurdles, pole vault, discus, javelin, high jump, long jump and the shot putt.

The graphics have a good clear definition and are well up to the arcade standard. Perhaps the only fault is the lack of minor details and finishing touches which are implemented on the arcade machines. The game falls back on the sound quality (or lack of it). Most of the noises are hardly worth including.

The instructions give a few hints to success. I found they weren't much use because my wrist soon got tired while the computer steamed ahead, beating me in most events. **K.I.**

instructions	50%
playability	85%
graphics	85%
value for money	90%

★ ★ ★ ★

Cricket 64
Commodore 64
£7.95

CRL, 9 Kings Yard, Carpenter's Rd, London E15 2HD

This is a realistic simulation of the game of cricket. The only sound is the crack of the ball on the bat. The two teams are England and the West Indies, but you can change them and enter the names of your back street eleven.

Having chosen the teams, you mastermind the match. You select who is to bowl, and position the fielders on the screen. The bowler runs up and bowls automatically, the batsman hits the ball and it stops somewhere on the screen. You can then start running until you think it's advisable to stop.

After an over you can change your bowler, and the score card is displayed. All the statistics associated with analysing cricket performance are kept by the computer, leaving you free to enjoy the game.

This is quite an enjoyable, realistic simulation. I enjoyed positioning the fielders and making decisions about running. The only drawback was the virtually unreadable colour combinations associated with the screen messages. The red on green messages should be changed to black on green to make them more legible. **L.C.**

instructions	50%
playability	60%
graphics	70%
value for money	60%

★ ★ ★

Golf 64
Commodore 64
£7.95

CRL, 9 Kings Yard, Carpenter's Rd, London E15 2HD

If you want all the fun of golfing without getting up early then this game is for you.

The simulation is elaborate, it is claimed to have 80K of programming instructions. The background to the game is displayed while sections are loaded into memory.

You start by selecting one or two players, easy or hard putts, the size of the course etc. Having set the basic conditions you are taken to the first tee.

The hi-resolution graphics are good. As you cannot see the hole from the tee you have a preview option which scrolls across the terrain so you can see where the water, trees and bunkers are. You select your club from a full kit, set the direction of your shot and swing.

When you land on the green the screen gives you a close up of the green and hole. You then select the direction and strength of shot. After sinking the shot the computer tells you whether you are under or over par.

This is a pleasant game for armchair golfers which makes a good attempt at reproducing the factors and conditions in real golf. **L.C.**

instructions	50%
playability	70%
graphics	70%
value for money	70%

★ ★ ★

American Football
48K Spectrum
£9.99

Argus, No.1 Golden Square, London W1R 3AB

When all the aliens have been zapped, all the treasure found, and the munchmen full to the gills, take time out to play this game. American football is a popular sport on TV, and now you can play the game on your Spectrum.

For those who don't know what American football is all about, the tape comes with a booklet, but it is easy to pick up the esential points from the screen.

Strategy is what it is all about, play and counterplay, defence and offence. Having decided on your tactics, sit back and watch the action.

The teams will move into formation and yardage will be won, or lost, depending on whether you chose the right play. Did you know that a player could be sacked in mid game, or that a shotgun is allowed on the field?

The graphics are nothing spectacular, but the screen layout is pleasing to the eye. Makes a refreshing change from the usual games. Might be a bit too pricey for some, but worth getting. **B.B.**

instructions	100%
playability	100%
graphics	85%
value for money	85%

★ ★ ★ ★

Football Manager
32K BBC £7.95

Addictive, 7A Richmond Hill, Bournemouth BH2 6HE

This is a game for fanatical followers of soccer who have a driving ambition to manage their own team.

There is every opportunity for you to show your skill, by buying the right players to strengthen your team, selecting the right blend of skills to counter your oponents and balancing the club budget at the end of each week.

The aim is to lead your team to promotion, and there is plenty of scope as you start at the bottom of the fourth division!

The game is well thought out and gives you a number of reasonable options at each round from buying and selling players to selecting a different team. This is no false implementation either; each season involves 22 games in the league and a full set of cup fixtures too.

What I found most remarkable was the graphical representation of the match highlights. This is a large program but there are crude yet engaging, moving graphics showing each attack on goal during the match. The save game facility is essential; one game took five hours just to reach Division Two. A real winner. **D.C.**

instructions	85%
playability	95%
graphics	85%
value for money	95%

★ ★ ★ ★ ★

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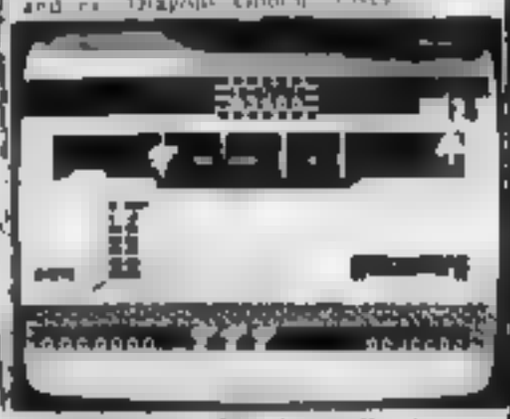

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- **Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.**
- **Tips are short articles, and brief programming routines. Your hints can aid other computer users.**

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Escape from Devil's Island

In this program you're doomed to a life of imprisonment unless you can outwit your captors and claim your freedom. Simon Trigg's exciting game gives you a taste of life inside one of the world's most infamous prisons

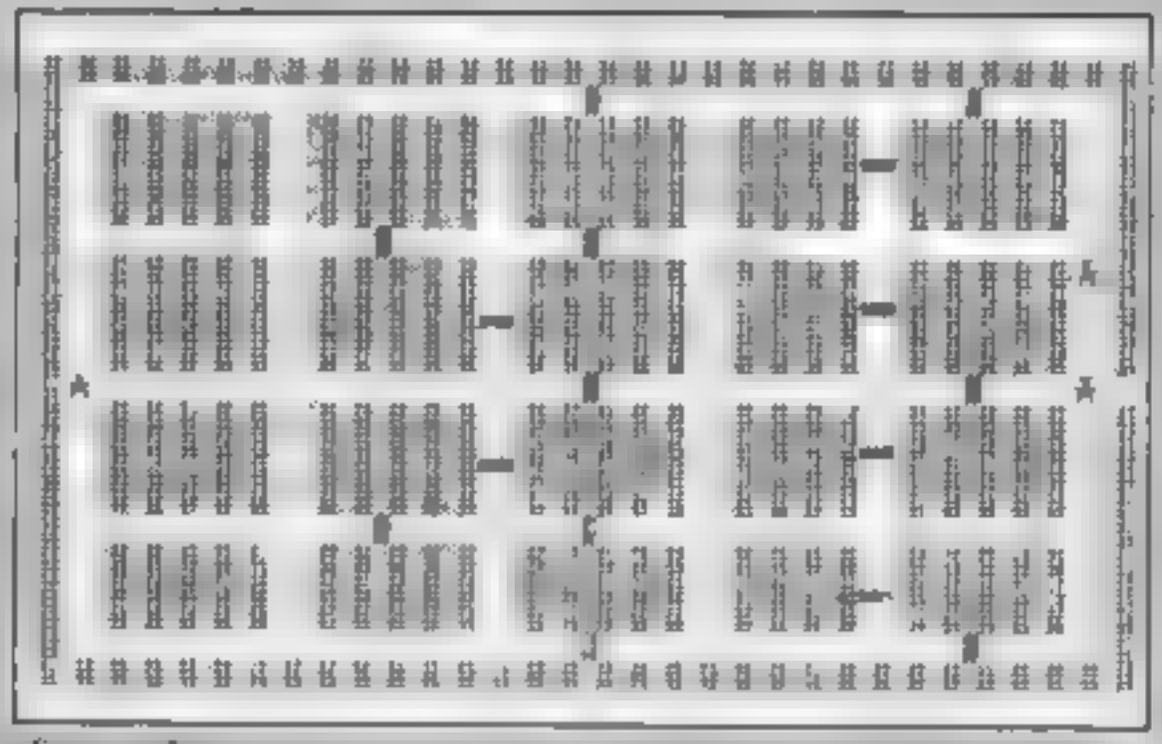
This game is set in the notorious Devil's Island prison camp. Made famous through films and books, you can now get an insider's view from this computer program

You must escape from your confinement and attain your freedom but it's no easy task. There are three different prison blocks from which you must break out and you only have three chances so take care.

There are guards prowling around who will stop at nothing to foil your escape attempts and each time you complete a screen another guard is added, so it becomes progressively more difficult.

Just to make the game a bit more tricky, you can't go through a door until a guard has opened it for you so there are plenty of obstacles in the way of your plans.

If you find Devil's Island security is foolproof and all your bids for freedom end in failure, you can remove lines 496 and 615. This will make you move faster so that you'll have more chance of success and there is less liklihood that you'll have to endure life imprisonment.



Screen dump

Variables

- **a(1 TO 10)** stores position of guards
- **k** holds amount of guards on screen
- **l** lives left
- **s** score
- **scr** screen you are on
- **x** determines which guards move
- **Q,R** position of man
- **as** row of characters used to read keyboard
- **Z,Y** distance between man and guards
- **m** count for number of guards

How it works

- **10** goes to instructions and UDG
- **20-30** set up variables
- **100-400** set up screen and print man on it
- **440** reads keyboard
- **445** jumps to routine which checks if guard has touched man if no key pressed
- **450-480** detect which key pressed and move man if space
- **484-490** check if collision between man and guards
- **493** checks if man reached safety, if yes goes to congratulation routine
- **494-495** check distance between man and guards
- **496-615** move guards if space or door in front
- **620** jumps back to keyboard scanning routine
- **1000-1075** print message, play tune, add up score, add 1 to screens completed, add extra guard, check if all three screens completed, if yes jumps to escape routine
- **1080** print message, waits for key to be pressed, starts next screen
- **2000-2020** print escaped message make noise, ask if want to play again
- **2030-2050** check if appropriate key pressed
- **3000-3020** print message, decrease lives, print attempts remaining, wait for key press
- **8000-8110** print instruction
- **9000-9030** set up UDG

Hints on conversion

This program takes advantage of the Spectrum's user defined graphics. It would be best to rewrite it for any other micro because it uses commands to search certain areas of the screen such as SCREENS and ATTR which return the graphics and attributes of a character at that position

The BEEP command can easily be replaced but other computers may have a different PRINT AT screen, i.e instead of rows numbered 1 to 21 and columns numbered 1 to 31 the screen might be numbered 1 to 512 and the command PRINT @ might be used

Listing

```
 10 GO SUB 8000
 20 DIM a(10): LET k=7: LET l=3: LET s=0: LET scr=1
 21 BORDER 6: PAPER 6: INK 1
 22 LET x=1
 25 LET q=11: LET r=1
 30 LET a(1)=4: LET a(2) 30: LET a(3)=8: LET a(4)=30: LET a(5)=12: LET a(6)=30:
LET a(7)=16: LET a(8)=30: LET a(9)=20: LET a(10)=30
100 PRINT "AAAAAAAAAAAAAAAAAAAAAAAAAAAAAA"
```

```
105 LET a$="A AAAAA AAAAA AAAAA AAAA AAAAA A"
106 PRINT "A                                   A"
110 FOR t=2 TO 5: PRINT AT t,0;a$: NEXT t
115 PRINT "A                                   A"
120 FOR t=7 TO 10: PRINT AT t,0;a$: NEXT t
130 PRINT "A                                   "
140 FOR t=12 TO 15: PRINT AT t,0;a$: NEXT t
150 PRINT "A                                   A"
160 FOR t=17 TO 19: PRINT AT t,0;a$: NEXT t
170 PRINT AT 20,0;"A                                   A";AT 21,0;"AAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAA"
180 INK 2: PAPER 6: BORDER 6
320 PRINT AT 1,16;"▮ ";AT 20,16;"▮ "
330 PRINT AT 11,16;"▮ ";AT 13,24;"▬"
340 PRINT AT 9,13;"▬";AT 14,13;"▬"
350 PRINT AT 6,10;"▮ ";AT 16,10;"▮ "
360 PRINT AT 11,27;"▮ "
370 PRINT AT 20,27;"▮ ";AT 1,27;"▮ "
380 PRINT AT 6,16;"▮ ";AT 16,16;"▮ "
390 PRINT AT 3,24;"▬";AT 8,24;"▬";AT 18,24;"▬"
395 PRINT #0;"DEVILS ISLAND SIMON TRIGG 1984"
400 PRINT AT q,r; INK 3;"8"
440 LET a$=INKEY$
445 IF a$="" THEN  GO TO 484
450 IF a$="q" THEN  IF SCREEN$ (q-1,r)=" " THEN  PRINT AT q,r; PAPER 6; INK 1;"
": LET q=q-1: PRINT AT q,r; INK 3;"B": GO TO 484
460 IF a$="a" THEN  IF SCREEN$ (q+1,r)=" " THEN  PRINT AT q,r; PAPER 6; INK 1;"
": LET q=q+1: PRINT AT q,r; INK 3;"B": GO TO 484
470 IF a$="p" THEN  IF SCREEN$ (q,r+1)=" " THEN  PRINT AT q,r; PAPER 6; INK 1;"
": LET r=r+1: PRINT AT q,r; INK 3;"B": GO TO 484
480 IF a$="o" THEN  IF SCREEN$ (q,r-1)=" " THEN  PRINT AT q,r; PAPER 6; INK 1;"
": LET r=r-1: PRINT AT q,r; INK 3;"B"
484 IF ATTR (q-1,r)=52 THEN  GO TO 3000
486 IF ATTR (q+1,r)=52 THEN  GO TO 3000
488 IF ATTR (q,r+1)=52 THEN  GO TO 3000
490 IF ATTR (q,r-1)=52 THEN  GO TO 3000
493 IF q=31 THEN  GO TO 1000
494 LET z=a(x+1)-r
495 LET y=a(x) q
```

SPECTRUM PROGRAM

```
 496 FOR m=1 TO scr+2
 500 IF y>0 THEN  IF (SCREN$ (a(x)-1,a(x+1))=" " OR ATTR (a(x)-1,a(x+1))=50) THE
N  PRINT AT a(x),a(x+1);" ": LET a(x)=a(x)-1: GO TO 600
 510 IF y<0 THEN  IF (SCREEN$ (a(x)+1,a(x+1))=" " OR ATTR (a(x)+1,a(x+1))=50) TH
EN  PRINT AT a(x),a(x+1);" ": LET a(x)=a(x)+1: GO TO 600
 520 IF z<0 THEN  IF (SCREEN$ (a(x),a(x+1)+1) " " OR ATTR (a(x),a(x+1)+1)=50) TH
EN  PRINT AT a(x),a(x+1);" ": LET a(x+1)=a(x+1)+1: GO TO 600
 530 IF z>0 THEN  IF (SCREEN$ (a(x),a(x+1)-1)=" " OR ATTR (a(x),a(x+1)-1)=50) TH
EN  PRINT AT a(x),a(x+1);" ": LET a(x+1)=a(x+1)-1: GO TO 600
 540 IF z=1 OR z=-1 OR y=1 OR y=-1 THEN  GO TO 3000
 600 PRINT AT a(x),a(x+1); INK 4; PAPER 6;"C"
 605 BEEP .01,20
 610 LET x=x+2: IF x=k THEN  LET x=1
 615 NEXT m
 620 GO TO 440
1000 CLS : PRINT AT 10,7;"CONGRATULATIONS"
1005 RESTORE 1050
1010 FOR o=1 TO 41
1020 READ n
1030 BEEP .1,n
1035 BORDER n-1
1040 NEXT o
1050 DATA 8,8,8,8,7,7,8,8,6,6,6,6,2,2,4,5,6,3,2,1,1,2,3,4,5,5,8,6,8,7,8,8,8,8,7,
6,5,1,4,2,3
1060 BORDER 6
1070 FOR i=1 TO 100: LET s=s+10: PRINT AT 11,14;s: NEXT i
1075 LET k=k+2: LET scr=scr+1: IF scr=4 THEN  GO TO 2000
1080 PRINT AT 14,8;"PRESS ANY KEY": PAUSE 0: CLS : GO TO 21
2000 CLS : PRINT AT 10,10;"WELL DONE'": PRINT : PRINT " YOU ESCAPED FROM DEVILS
ISLAND"
2010 FOR o=1 TO 15: FOR i=1 TO 7: BORDER i: BEEP .01,i+o: NEXT i: NEXT o
2020 PRINT : PRINT "          You scored ";s: PRINT :: PRINT "DO YOU WANT TO PLAY
AGAIN ?(y,n)"
2030 IF INKEY$="y" THEN  RUN
2040 IF INKEY$="n" THEN  STOP
2050 GO TO 2030
3000 CLS : PRINT AT 10,4;"ONE OF THE GUARDS GOT YOU": PRINT
3010 LET l=l-1: IF l=0 THEN  PRINT "    SORRY' YOU DIDN'T MAKE IT": FOR o=30 TO
1 STEP -1: BEEP .1,o: NEXT o: GO TO 2020
3015 FOR i=1 TO 10: FOR o=7 TO 1 STEP -1: BEEP .01,o+i: NEXT o: NEXT i
3020 PRINT AT 16,9;"ATTEMPTS LEFT ";l: PRINT : PRINT "          PRESS ANY KEY":
PAUSE 0: CLS : GO TO 21
8000 PRINT : PRINT "          DEVILS ISLAND"
8010 PRINT "          ---------------"
8020 PRINT : PRINT "  Try and escape from the top   security prison on Devils Is
land"
8040 PRINT : PRINT "There are Guards patrolling the prison which are after you.
 If  they catch you, you are sent   back to your cell, but if you     are caught
 3 times you are      executed"
8050 PRINT : PRINT "You have to escape 3 times.Aftereach succesfull escape an ex
tra   guard is placed in the prison to try and stop you.  There are also doors w
hich you must go    through but you cant go through these until a guard has open
ed  them first."
8055 GO SUB 9000
8060 PRINT #0;"          PRESS ANY KEY": PAUSE 0
8070 CLS : PRINT "You have to try and get to the  door on the far right of the
  prison to escape."
8080 PRINT : PRINT : PRINT "Use the following keys:-
             O=Left          P=Right              Q=Up            A=Down"
8081 PRINT : PRINT
8085 PRINT "This is you'; INK 3;" B": PRINT "These are the guards"; INK 4;" C"
8090 PRINT : PRINT : PRINT "   PRESS ANY KEY TO PLAY": PAUSE 0
8100 CLS
8110 RETURN
9000 RESTORE 9010: FOR a=USR "a" TO USR "c"+7: READ b: POKE a,b: NEXT a: RETURN
9010 DATA 170,95,170,95,170,95,170,95
9020 DATA 0,24,24,126,189,60,36,36
9030 DATA 60,24,24,126,189,189,36,36
```

Split your screen for better graphics

So you thought you could only use one graphics mode at a time on your Commodore 64? Allen Webb has got news for you

Despite the well-known flaws of BASIC 2 and the missing graphics commands, the Commodore 64 has followed in the footsteps of the VIC-20 as being a highly versatile machine. The basic machine offers a number of graphic modes and, of course, the famous sprites.

The bad news is that you can only have one graphics mode in use at any one time — or can you?

Fortunately, the machine's VIC chip offers a way to have several modes in operation at once

Locations 53265 and 53266 hold the position of the raster scan at any given time. The picture appears on the TV screen as a result of a scanning beam which impinges on the phosphor coating of the screen.

This beam, or raster, scans the screen at great speed in horizontal lines. If you write a value to the raster registers mentioned earlier, it is possible to specify the line on the screen at which a raster interrupt occurs.

When acting on any interrupt, the CPU jumps to a specified routine and executes it. The cunning bit is to use the routine called to change the attributes of the screen. Hence, it is possible to have screen areas with different graphics modes.

The listing gives a routine which splits the screen into three zones. The portion from line 1000 onwards is a demonstration routine.

The attributes of each zone are placed in the cassette buffer. I find this area convenient since the locations are easier to remember.

It does mean, however, that you **must not** load or save anything with the raster interrupts running (press RUN/STOP-RESTORE first).

The attributes for each zone have the following effects:

HI(N) specifies the start of the zone. The values in the listing give roughly equal zones.

R1(N) corresponds to the value to be put in VIC register 53265, i.e. a value of 27 gives standard text, 91 gives extended background and 59 gives bit mapping.

R2(N) corresponds to the value to be put in VIC register 53270, i.e. a value of 8 gives normal text and 24 gives multicolour mode.

CO(N) sets the background colour.

ME(N) sets the value in VIC register 53272, i.e. a value of 20 gives upper case while 22 gives lower case. Use a value of 24 in bit map mode (see demonstration).

The demonstration portion of the listing shows you how to set up the screen with bit-mapping at the top, normal text in the middle and extended background at the bottom.

One word of warning. If you plan to have a bit-mapped area, you must raise the bottom of BASIC to prevent corruption of your program. Use the one line command:

POKE 642,40: SYS 64760

before loading the program. Ensure that you save the program before running it. An error can be costly. Try changing the attributes (but be careful about juggling with the zone heights). You'll soon see how to set up the screen of your choice.

```
10 DATA 120,169,127,141,13,220,169,1,141,26,208,169
20 DATA 3,133,251,173,60,3,141,18,208,169,24,141
30 DATA 17,208,173,20,3,141,110,192,173,21,3,141
40 DATA 111,192,169,50,141,20,3,169,192,141,21,3
50 DATA 88,96,173,25,208,141,25,208,41,1,240,43
60 DATA 198,251,16,4,169,2,133,251,166,251,189,63
70 DATA 3,141,33,208,189,66,3,141,17,208,189,69
```

```
80 DATA 3,141,22,208,189,72,3,141,24,208,189,60
90 DATA 3,141,18,208,138,240,6,104,168,104,170,104
100 DATA 64,76,49,234
110 REM SET ZONE 3 TO YELLOW BACKGROUND WITH NORMAL LOWER CASE TEXT
120 HI(1)=49: CO(1)=7: R1(1)=91  R2(1)=8: ME(1)=20
130 REM SET ZONE 2 TO CYAN BACKGROUND WITH NORMAL UPPER CASE TEXT
140 HI(2)=178: CO(2)=3: R1(2)=27: R2(2)=8: ME(2)=20
150 REM SET ZONE 1 TO BLUE WITH HI-RES BIT MAPPING
155 HI(3)=120: CO(3)=6: R1(3)=59  R2(3)=8: ME(3)=24
160 FORX=49152TO49263:READI:POKEX,I:NEXT
170 FORI=1TO3:POKE827+I,HI(I):NEXT
180 FORI=1TO3:POKE830+I,CO(I):NEXT
190 FORI=1TO3:POKE833+I,R1(I):NEXT
200 FORI=1TO3:POKE836+I,R2(I):NEXT
210 FORI=1TO3:POKE839+I,ME(I):NEXT
220 SYS12*4096
1000 REM
1010 REM STRAIGHT TEXT R1=8, R2=8
1020 REM MULTICOLOUR R2=24
1030 REM EXTENDED R1=91
1040 REM BIT MAP R1=59
1050 REM UPPER CASE ME=20
1060 REM LOWER CASE ME=22
1070 REM
1080 REM SUBSCRIPT 1= ZONE3
1090 REM SUBSCRIPT 2= ZONE2
1100 REM SUBSCRIPT 3= ZONE1
1110 REM
1120 REM TO REDUCE THE WIDTH OF ZONE 1, REDUCE HI(3)
1130 REM
1140 REM TO REDUCE THE WIDTH OF ZONE 3, INCREASE HI(2)
1150 [illegible]
2000 CM=1024: REM COLOUR MATRIX
2010 BM=8192: REM BIT MAP
2020 REM CLEAR HI-RES AREA
[illegible] FORI= BM TO BM+3200: POKEI,0: NEXT
2040 REM BLACK DOTS ON WHITE BACKGROUND
2050 FOR I=CM TO CM+359: POKEI,1:NEXT
2060 FOR X=0 TO 319
2070 Y=35*COS(X/10)+35
2080 CH=INT(X/8): RO=INT(Y/8): LI=Y AND 7
2090 BY=BM+RO*320+8*CH+LI: BI=7-(X AND 7)
2100 POKE BY, PEEK(BY) OR (2↑BI): NEXT
[illegible] PRINT"[illegible]":FORI=1T06:PRINT"[illegible]RASTER GRAPHICS GIVE YOU MORE CHOICE"
3010 NEXT:FORI=1TO3
3020 PRINT"[illegible]RASTER GRAPHICS GIVE YOU MORE CHOICE"
3030 PRINT"[illegible]RASTER GRAPHICS GIVE YOU MORE CHOICE"
3040 PRINT"[illegible]"
3050 NEXT
3060 POKE53282,4:POKE53283,5
3070 POKE831,RND(1)*16 POKE832,RND(1)*16
3080 FORD=1TO400:NEXT
3090 GOTO3070
```

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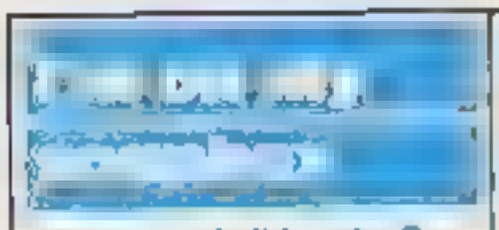


Having read all but the first two issues of HCW, I have decided to put pen to paper to express my opinion

I want to offer a solution to the customer who feels cheated by software. There is little to guide the consumer buying software Advertising and deceptive packaging don't help However, there is no reason why the software companies should change, since they are not breaking the law and are often only n the business for the profit. Buying by mail order is risky, and it is often impossible to test games before buying them in high street shops.

Reviews help, but not all games are covered by magazines. I'd like to suggest a watchdog body, made up from members of the public, which would run in a similar way to the Consumers Association, which publishes Which? The Guild of Software Houses does not assure quality, but a new Computer Consumers' Association could test all new products and endorse those which are of high enough standard

On another matter: I totally condemn commercial piracy, by which I mean companies which release perfect reproductions, and computer clubs which run off thousands of copies Having said that, I think that friends copying each others' games is a different issue

It is still wrong, but it's inevitable, and there is only one real solution. If prices were lower, more people would buy games instead of copying. But at £10-£15 for an average game, it doesn't surprise me. Unless a game is really good — of Manic Miner quality — even £6 or £7 is pricey, since many games become boring after a few weeks. This is also why software libraries exist.

In my opinion, software companies can stop piracy in two ways. Reduce prices, and it is possible — look at all the discount software shops — and improve quality. Then the real pirates will be put out of business and the public will copy less too.

As for HCW itself — great! Very colourful, although I do have three criticisms. I miss the software house profiles, I'd like more reviews and I miss One Person's View

How about an adventure page? This could bring together all the "I'm stuck" and "I've solved" on one page, as well as reviewing all the new adventure software. Any chance, maybe in fortnightly issues?

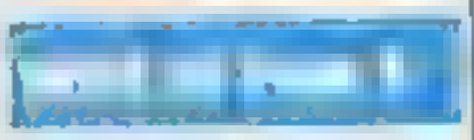
To end with, I'll give you a few hints. To get off the first sheet of Jack and the Beanstalk, avoid the spider, get the axe and then climb the stalk, shooting at the birds all the time

And on Jet Set Willy, I think L Treece meant removing the orange block was the only way to collect the objects from the conservatory roof. If you just want to get there, you don't have to cross the banyan tree; simply climb the rope in the swimming pool to the orangery

Peter Sweasey, Woodham

We will be starting an adventure/arcade game helpline in the near future, so if you're stuck and need help, or if you've finally solved a puzzle, let us know

We stopped running profiles when all software houses began to sound the same, and One Person's View has not appeared through lack of suitable material. However, we will soon be running more reviews, and in the run up to Christmas you can expect to see extra pages packed with reviews



On seeing a magazine review of Kokotoni Wilf I rushed into the shops to see if it was in stock I looked on the shelves and saw the famous Elite holographic sticker, and bought it, knowing it would be a great game.

I have never been so right in my life. The graphics are unbelievable and the game is superb

If you've got £6 to spend on a game I suggest you buy Kokotoni Wilf, and I assure you you won't be disappointed

Scott Mackenzie, Glasgow

After seeing it advertised in HCW 79 I went out and bought Kokotoni Wilf by Elite. I have never regretted it. It's my best game and must make number one in the charts.

I am a "shoot everything on sight" competitor and I found this game quite a change, with wonderful graphics and different time periods. It's also quite a challenge to find the way through each scene. There are 67 in all, and I eventually completed the lot

This game is lots of fun and a picture book of phrases of time is included, which is most enjoyable

Martin Bolt, Plymouth

After a great hassle and three letters to Atari I have finally got a copy of Pole Position for my Spectrum Having forked out £15 for a cassette I was expecting it to be similar to the amusement version, also made by Atari

The first shock was when the program turned out to be all BASIC with not one bit of machine code However the worst was yet to come

The game is the worst game I have ever played. I have seen better games for the TI-99/4A. Controls are left and right, there are no gears and you can't drive off the road, instead the road expands. I am disgusted that Atari has the cheek to sell such rubbish at such a high price. I would advise anyone thinking of buying this game to forget it

Mike Curtis, Weymouth

Just a few lines thanking you for a wonderful magazine. May I also take this opportunity to pass on a simple tip for anyone who finds storing HCW a problem.

My answer was to carefully cut out the programs I wanted to keep and insert them into plastic page covers. Then I placed the plastic covered programs into a folder

Please pass this tip on to other readers so they can keep all their programs clean and tidy

A E Higginbottom, Derby

In reply to Jonathan Tyler's letter (HCW 81) about the software review library on the TI-99/4A, it is caused by the cartridge not being inserted correctly. Texas Instruments has commented that the computer itself is at fault in this case and should be returned to be repaired, at a cost of £36

On some cartridges there is a test mode which Texas Instruments has kept quiet about — return to the title screen and press *#. Does this mean that any computer on which this works is also at fault and should be returned to Bedford with £36? It seems to me that TI is saying this to try and recoup some of the money the company lost in the home computer market

Mike Curtis, Weymouth

First of all, thanks for a very good magazine. I look forward to buying it every week for news, letters and reviews

But lately the programs for the VIC-20 have been fading away slowly. Since HCW 71 there have only been two programs: Assault on Greenham Common and Wall Street Crash or Cash That's 10 weeks without a program for us VIC-20 buffs

What's happening? Is the VIC being left on the top shelf to collect dust? You would make me happy if you put in a 16K or 8K program

G A Thompson, Romeo Troop, BFPO 35

HCW pages have dropped sharply over the summer but we will be thicker and a better read very shortly We haven't forgotten the VIC-20 and will continue to run programs whenever possible. If you have written an excellent VIC-20 program, send it to us for possible publication.

First of all I would like to congratulate you for publishing Sord/CGL M5 reviews. Keep up the good work

Secondly, could you tell me if any other Argus magazines publish Sord reviews?

I think the M5 is a good computer but it does get very lonely when you think you're the only Sord owner in Nottingham. So could anyone in Nottingham or anywhere else in Britain write to me

I know someone in Cheshire who I think is very good, fab and super-duper Guess where I found that person? Yes, you've got it, HCW

If you do write to me I could send you 20 different addresses to do with the Sord, from which you can get software

T Hussain, 16 Durham Ave, Sneinton Dale, Notts NG2 4LL

Software Today, another Argus title, features reviews for your computer

Yet again the letters page is more than half full with people writing in offering or begging advice on how to crack some of the commercial games — it makes a change from the frequent bragging of hi-score letters

Personally, I'm not interested in how to cheat at particular games

I assumed that letters were intended to be of an interesting congratulatory/informative/general computing topics nature — or even constructive criticism like this one

Why not print a page or two allocated specifically for the cheat and boasters? Then the letters page will be worth reading.

Congratulations on an otherwise superb, cheap mag! Better still when the queries page starts

J Ince, Pocklington

We couldn't agree more, Mr Ince. Now the ball's in your court to provide us with stimulating letters — and we print the ones which are critical as well as the flattering ones. We will be starting an adventure/arcade games helpline shortly, so letters will not consist of your thoughts alone. We are still hoping to start a queries page, so do write in — we need your participation!

Send your letters to Letters, Home Computing Weekly, No 1 Golden Square London W1R 3AB Don t forget to name your computer — the best letter could win £5-worth of software. Got a problem with your micro? We ll soon be starting a queries page, so send your technical questions to Queries at the above address.

Ghost Rider
48K Spectrum
£5.95

Positive Image, 7 James St, Bridgeton, Glasgow G40 1BZ

This game combines arcade action with strategy and adventure. You must collect golden cups from 12 screens, avoiding deadly ghosts. Your score is for objects collected and also for speed. The LOAD instructions are very detailed.

On screen, you find left/right is Z/X. The demo shows screens to come rather than actual play. End lifts connect six floors, each containing a crown, a sword, a key, a jewel or cup and usually a patrolling ghost.

Mounted on a motorbike, you travel via lift from floor to floor, collecting objects

The cup is between impassable brick walls, and some objects refuse to be collected. Unless the lifts do reverse direction, some floors appear impossible to reach from the necessary end. The order in which you collect probably has some bearing

Sound is good and graphics well done, particularly falling off, although the white background gives an unfinished look

Five lives are easily lost and the collected objects disappear with the life. Frustration becomes boredom after three hours of starting again. Try before you buy. **D C**

instructions	60%
playability	70%
graphics	80%
value for money	80%

★-★-★

Twin Kingdom
Valley
48K Spectrum
£7.95

Bug Byte, Mulberry Hse, Canning Place, Liverpool L1 8JB

With the Currah microspeech unit added, the 150 hi-res, full screen locations and other comments are vocally described as the words appear on screen in this eagerly awaited, proven best seller on other machines. Four minutes 40 seconds loading leads to six pages of instructions in small print.

The beginner should use Option one — draw area if unvisited with long description — out of the six offered. You start outside your small hut and, using abbreviations and whole words from a vocabulary of 36, you visit locations including The Sword Inn, a castle and a tunnel in order to acquire as much wealth as possible

Your strength decreases with being stabbed or clubbed by unfriendly creatures and can be recovered with time or upon drinking or eating. There are six special commands, preceded by *, including a SAVE, LOAD option and a change in printing speed. Caps Shift freezes pictures and Space moves on

By noting down places you can draw a map of the valley with its two kingdoms surrounded by Lake Watersmeet. A good game for the adventure fanatic with some advanced features. **T W**

instructions	75%
playability	80%
graphics	85%
value for money	80%

★-★-★-★

Spectrum stars

Top quality adventure games for the Spectrum, these new programs were a hit with our reviewers

Deus Ex Machina
48K Spectrum
£15

Automata, 27 Highland Rd, Portsmouth, Hants PO4 9DA

To call this a game is an insult. It's a stunning and profound audio-visual experience

Via the synchronised stereo music and commentary tape, well known personalities, Ian Dury, Jon Pertwee, Frankie Howard and Donna Bailey preside over the creation, development and death of an almost human creature, portrayed in Andrew Stagg's graphics. Author Mel Croucher wrote and performed the music

You must guard the DNA spiral, aid the nurture of the egg, guide the fertilization, and protect the foetus. As the opposing forces gain in strength, your contribution becomes more difficult, until the organism comes under the scrutiny of the Defect Police

The creature is a defect and must be exterminated; but too late! It escapes to a world of influences, good or bad, to be cherished or destroyed at your command. Finally death in the form of microscopic assaults must be repelled. Then there is a final reckoning as your contribution to its life is shown

This epic plot takes one hour to unfold. Is "value for money" a meaningful concept in the face of something unique? Don't fail to see this **D.M**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★-★-★-★-★

Sherlock
48K Spectrum
£10.95

Melbourne Hse, 39 Milton Trading Est, Abingdon, Oxon OX14 4TD

Based on the famous fictional character, this is an adventure game in which you have to solve two sets of clues

The first are the normal adventure game clues which must be solved to get to the right place, with the right thing etc. Next you have to find a murderer, the classic Sherlock Holmes stuff

This is the result of 15 months work by a team of programmers, led by the author of The Hobbit. Certain locations come with a picture of the place drawn to the screen, as well as the written description. One extra feature is a digital clock. This shows the passing of time in the plot, and can be utilised by the command "wait until "

One anomaly is that Sherlock must pay a cabby or receive verbal abuse, but he is excused from train fares. However long the programming took, there are mistakes. The author couldn't make his mind up whether or not Daphne should begin with an upper or lowercase letter, and there are illogical responses to some requests. **B.B.**

instructions	100%
playability	90%
graphics	90%
value for money	80%

★-★-★-★

Hampstead
48K Spectrum
£9.95

Melbourne Hse, 39 Milton Trading Est, Abingdon, Oxon OX14 4TD

This is a modern day adventure which starts in a rather sleazy flat in London. You are male, single, on the dole, but very ambitious, and your goal is to attain Hampstead

Written by two eccentric tea cosies, in which nest a pair of plebicolists, this is worth delving into

There is a well produced booklet, full of photos and information, some of which is false, some correct, and some downright fatuous, but worth reading nevertheless. I'd love to tell you more about the game itself, but I fear I would spoil your enjoyment

No matter how hard I tried, I found no fault, no mistakes in grammer or spelling, and no illogical responses. The latter especially irritate me. Like when the description comes up "you are in a dark/light/small/large etc. room", and you reply "search/examine dark/light/small/large room" the response is "I see no room to search examine"!

A lot of thought has gone into this game. The result is one of the best adventures I have played. Maybe a bit pricey, but, if you can afford it, it's a must! Super! **B.B.**

instructions	100%
playability	100%
graphics	N/A
value for money	90%

★-★-★-★

city under attack

We travel into the future with this game from John Morris, where you play the part of a young man on duty in the Laser Command Centre

All is quiet as you spend your duty time 1000 ft. below ground level in the Laser Command Centre

Suddenly, Red Alert — the city is under attack. You are now in the position of having to defend the city against a relentless attack of countless missiles.

You are armed with 12 laser bolts for each wave of eight missiles. You have to guide the cross hair sight around the screen using the up/down/right/left cursor buttons.

Variables

- **A$** text to be printed on hi-res screen
- **ATC** number of attacks
- **Q** speed of attacks
- **LS** laser bolts
- **X** horizontal position of sight
- **Y** vertical position of sight
- **QX (Z)** horizontal position of missile
- **QY (Z)** vertical position of missile
- **SC** score
- **HS** high score
- **DMGE** damage on city

Pressing the space bar when you have the tip of the on-coming missile in your sight, will leave behind a marker which is the target for the ground-to-air laser bolts launched every few seconds.

If you aim is true, the missile will be destroyed.

However, if the city is hit seven times or more, a chain reaction will be triggered and a giant mushroom cloud will engulf the city — the game is then over

A tip on entering the program, after you have typed-in this program, save it before running it. There are a number of CALL's and if you have made any typing mistakes you may crash the program and you will have to start all over again.

You can also, if you wish, leave out all the REM statements. This will not affect the program in any way and it will save you a bit of time when typing in the listing.

Remember, the city depends on you. The missiles must be destroyed, because the last thing we need is a mushroom.

How it works

- **10** prevents corruption of character set
- **20** switch to lower case, switch off keyclick and cursor
- **60-90** place un-used laser bolts on screen
- **110-140** place cross-hair on screen, draw first stage of attacking missiles flight-path
- **150-260** player input. Up-date cross-hair position according to player input
- **270-300** if fire button pressed then leave cross hair in required position
- **310-390** launch ground to air laser bolts
- **400-480** up-date flight-path of attacking missiles. Check how many missiles destroyed
- **490-540** up-date damage on city
- **550** clear screen above city
- **560-605** up-date score, damage Check to see if score greater than high score
- **610-630** final explosion. City destroyed
- **640-680** places screen messages into A$ for printing on hi-res screen
- **700** prints hi-score last score
- **710** check end another game
- **2200-2220** explosions on city
- **2500-2580** initialise attack variables (decides at what positions the eight attacking missiles are to be drawn)
- **3000-3090** display city
- **3500-3530** allows text to be printed on hi-res screen
- **4000-4110** side scroll RED ALERT message across screen
- **5000-5060** re-define characters
- **5070-6020** DATA for new characters

Hints on conversion

1) The Oric Hires screen is 240 by 200 positions
2) CURSET moves the cursor around the Hires screen
3) CIRCLE and DRAW are graphic commands in the Hires mode
4) POKE 618,10 removes the Oric cursor and keyclick
5) PRINT CHR$ (20) switches to lower case
6) HIMEM lowers the top of memory available to BASIC programs in this case it prevents the corruption of characters in Hires mode
7) ZAP, PING, SHOOT, EXPLODE are obviously sound commands
8) CALL E6CA switches the Oric keyboard off. It is used in routines which require no keyboard input and result in a 20 per cent increase in speed. CALL E804 turns the keyboard on again
9) CALL FAFA produces the keyclick
10 CALL F888 acts the same as a reset button

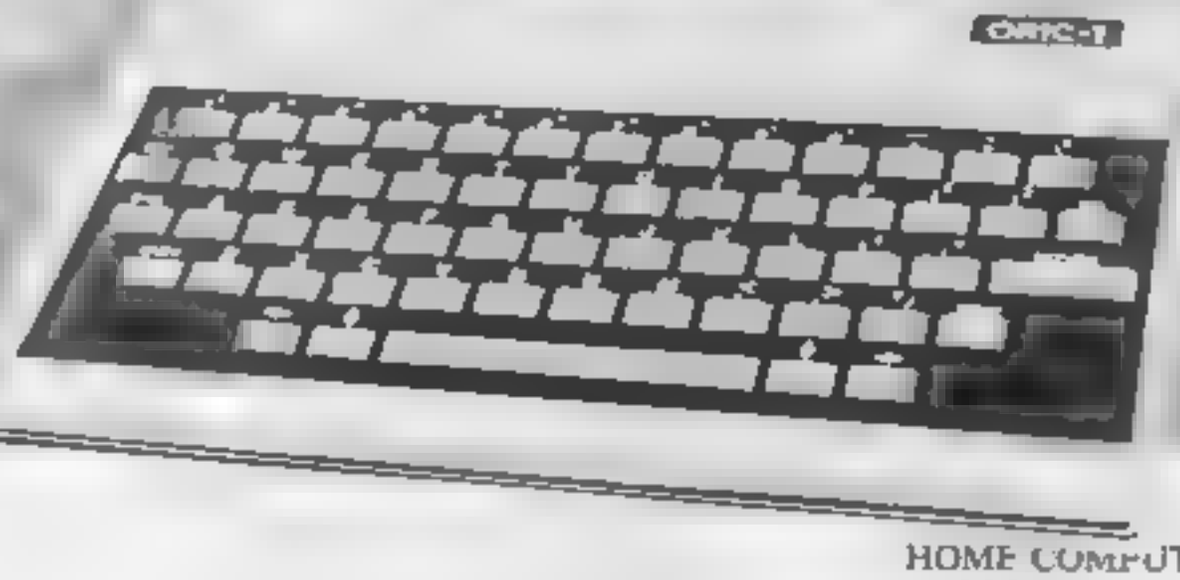
You will also have to omit the re-define characters sub-routine in lines 5000 to 6020 and re-define your own characters, and the title display sub-routine in lines 4000 to 4110. This will only work on the Oric micro.

```
10 HIMEM#97FF
15 DIMK(12),L(12)
20 PRINTCHR$(20):POKE618,10:HS=100
30 GOSUB5000
40 GOSUB4000
50 GOSUB3000
58 :
59 REM MAIN ROUTINE
60 CURSET65,185,0:FORZ=1TO12
```

```
70 CHAR116,0,0:CURMOV10,0,0:NEXTZ
80 CURSET65,185,0:FORZ=1TO12
90 CHAR116,0,1:CURMOV10,0,0:CALL#FAFA:NEXT
100 GOSUB2500
110 CURSETX,Y,0:CHAR43,0,1:PING
120 R=0:S=0
130 FORZ=1TO8:CURSET(QX(Z)),0,0:DRAWQZ(Z),20,1
140 NEXTZ
150 FORV=1TOQ:GOSUB170:NEXTV
160 GOSUB310:GOTO400
170 Z$=KEY$
180 P=X:O=Y
190 IFZ$="."THEN270
200 IFZ$=""THEN210ELSEN=ASC(Z$)
210 IFN=8THENX=X-9:IFX<20THENX=224
220 IFN=9THENX=X+9:IFX>225THENX=21
230 IFN=10THENY=Y+7:IFY>140THENY=140
240 IFN=11THENY=Y-7:IFY<18THENY=18
245 IFTA=0THENCURSETP,0,0:CHAR43,0,2
250 TA=0:CURSETX,Y,0:CHAR43,0,2
260 RETURN
270 IFLS=0THENPING:RETURN
280 TA=1:LS=LS-1:CURSETLS*10+65,185,0:CHAR116,0,0
290 B=B+1:K(B)=X:L(B)=Y
300 CURSETX,Y,0:CHAR43,0,1:RETURN
310 IFB=0THENRETURN
320 CALL#E6CA:FORM=1TOB:FORW=1TO2
330 CURSET120,160,0:DRAWK(M)-120,L(M)-156,2
340 NEXTW:ZAP
350 FORD=1TOOSTEP-1:FORG=1TO5
360 SHOOT:CIRCLEG,D:NEXTG,D,M
370 CURSETX,Y,0:CHAR43,0,1
380 TA=0:B=0:Z$=KEY$
390 CALL#E804:RETURN
400 BX=BX+1:M=BX*20
410 FORZ=1TO8
420 IFJ(Z)=1THEN460
430 RC=QX(Z)+BX*QZ(Z)
440 IFPOINT(RC,M)=0THENJ(Z)=1:H=H+1:GOTO460
450 CURSETRC,M,0:DRAWQZ(Z),20,1
460 NEXT
470 IFH=8THEN550
480 IFBX<7THEN120
490 FORZ=1TO8
500 IFJ(Z)=1THEN540
510 CURSETQX(Z)+8*QZ(Z),165,0
520 [illegible]
530 [illegible]
```

```
540 NEXT
550 CURSET0,0,0:FILL162,1,0:CURSET0,0,0:FILL160,40,64
560 CLS
570 SC=SC+(LS*5)-(DMGE*2)+20:IFDMGE=0THENSC=SC+50
580 IFATC=1ANDDMGE>6THENSC=0
590 CLS:PRINT"DAMAGE:  ";DMGE;"                    SCORE:  ";
SC
600 IFDMGE<7THEN60
605 IFSC>HSTHENHS=SC
610 CURSET120,150,0:EXPLODE
620 FORZ=1TO25:CIRCLEZ,1:NEXTZ
630 FORZ=25TO1STEP-1:CIRCLEZ,0:NEXTZ
640 CURSET75,75,0:A$="CITY DESTROYED"
650 GOSUB3500
660 CURSET75,90,0:A$="PRESS SPACE TO PLAY"
670 GOSUB3500
680 CURSET75,105,0:A$="ANY OTHER TO END"
690 GOSUB3500
700 CLS:PRINT"HI-SCORE:  ";HS;"          LAST SCORE:  ";SC
710 P$=KEY$:GETP$:IFP$=" "THEN50ELSETEXT:CALL#F888
720 END
2198 :
2199 REM MISSILE DAMAGE ON CITY
2200 CALL#E6CA:EXPLODE:FORF=1TO10:CIRCLEF,1:NEXTF
2210 FORJ=10TO1STEP-1:CIRCLEJ,0:NEXTJ
2220 CALL#E804:RETURN
2498 :
2499 REM INITIALISE ATTACK VARIABLES
2500 ATC=ATC+1:V=ATC+1:Q=INT(100/(V*2))
2510 N=0:LS=12:X=120:Y=60:BX=0:H=0
2520 FORZ=1TO8:J(Z)=0:NEXT
2530 FORZ=1TO8
2540 QX(Z)=INT(RND(1)*200)+20
2550 QY(Z)=INT(RND(1)*190)+20
2560 QZ(Z)=INT((QY(Z)-QX(Z))/10)
2570 NEXTZ
2580 RETURN
2998 :
2999 REM DISPLAY CITY
3000 CLS:EXPLODE
3010 PAPER0:INK6
3020 HIRES:PRINTCHR$(17)
3030 CURSET0,160,0:FILL17,1,8
3040 DMGE=0:ATC=0:SC=0
3050 CLS:PRINT"DAMAGE:  ";DMGE;"                    SCORE:  "
;SC
3060 CURSET10,168,0:FORZ=1TO37:CHAR111,0,1:CURMOV6,0,0:
NEXT
```

```
3070 A$="srrsp srprsrp spsssrrs prrspspsrp  ss"
3080 CURSET10,160,0:GOSUB3500
3090 RETURN
3498 :
3499 REM PRINT TEXT ON HI-RES SCREEN
3500 FORZ=1TOLEN(A$)
3510 CHARASC(MID$(A$,Z,1)),0,1
3520 CURMOV6,0,0:NEXT
3530 RETURN
3998 :
3999 REM TITLE DISPLAY
4000 CLS
4010 A$="...RED ALERT...CITY UNDER ATTACK...USE CURSOR
TO AIM...SPA
CE TO FIRE"
4020 PLAY1,0,4,300:MUSIC1,1,1,0
4030 DOKE#26B,#010A
4040 CLS
4050 FORZ=1TO102
4060 PLOTO,11,LEFT$(A$,38)
4070 PLOTO,12,LEFT$(A$,38)
4080 A$=MID$(A$,2)+LEFT$(A$,1)
4090 WAIT8:NEXT
4100 PLAYO,0,0,0
4110 RETURN
4998 :
4999 REM RE-DEFINE CHARACTERS
5000 ZX=46080
5010 FORV=1TO6
5020 READC:D=8*C
5030 FORQ=0TO7:READF
5040 POKEZX+D+Q,F:NEXT
5050 NEXT
5060 RETURN
5070 DATA111,255,255,255,255,255,255,255,255
5080 DATA112,0,3,3,3,3,7,7,7
5090 DATA113,96,96,96,96,96,255,255,255
6000 DATA114,0,0,0,0,0,255,255,255
6010 DATA115,96,96,96,96,99,99,99,255
6020 DATA116,8,8,8,8,28,8,20,20
```



Snowballs and stuntmen

Here are some arcade games chosen by our experts which present action in some strange settings

Eskimo Capers/ Bouncing Berty 48K Spectrum £3.50

Power, 12 Hagley Rd, Stourbridge, W Midlands DY8 1PS

At this price these games must be poor. Right?... Wrong!

At first, Eskimo Capers appears to be another son-of-Pac Man maze game, but here the maze is made up of snowballs which can be crumbled or fired at the chasers to get points. You can move the snowballs around to trap the chasers whilst you crumble! It's tricky and addictive. The graphics are quite small but good, driven by machine code. Set up for the Kempston protocol, joysticks are a must. I couldn't leave the first level, so there's lasting fun here.

Bouncing Berty features a 3D pyramid of cubes, from the top of which bounces a ball. You must jump onto every cube before the next level is shown. Fall off or collide and you lose a life. Jump on a spinning disc and arrive in the hot seat at the top. Movement control is strange; there's no provision for joysticks. The game is fast, but fun. Again, all machine code.

I've seen poorer games at £6 each. Well produced, addictive, at a price to make even Masertronic shudder! Great value.

D.M.

instructions	75%
playability	80%
graphics	80%
value for money	100%

★★★★★

Falcon Patrol 2 CBM 64 £7.95

Virgin Games, 2-4 Vernon Yard, Portabello Rd, London W11 2DX

About six months ago a game called Falcon Patrol entered the software charts and became quite popular. The object of playing was to fly your Harrier jump jet over a military terrain and shoot other jets out of the sky.

Virgin Games has now released a sequel — Falcon Patrol 2. In this version you must shoot at helicopters of various types. The game is made more difficult by the fact that you may fly faster than the helicopters and can quite easily smash into the back of them.

The terrain is more varied and protrudes a lot more than it did in the original version. You will also notice that the helicopters are more manoeuvrable than you are and may stop, hover and turn easier and faster than you.

Other additions are flak batteries and radar jammers. I have found these to be quite difficult to overcome — they're a good feature.

The graphics and sounds have been improved and will take quite some beating. Most of the minor details lacking in Falcon Patrol 1 are now rectified. **K.I.**

instructions	90%
playability	90%
graphics	90%
value for money	95%

★★★★★

Frenzy Electron £6.95

Program Power, Sheepscar Hse, Leeds LS7 1AD

Qix is a little copied arcade game and this is the first version for the Electron. The aim is to enclose as much territory as possible before being caught by the leptons, sub atomic particles and chasers.

You start with a blank screen and have the ability to draw at two speeds. You move around the perimeter to where you want to be, start to draw at slow speed and go fast if you are in danger of being caught. If you manage to enclose an area it fills with colour, depending upon your final speed and you then start to try to capture more space.

There are two ways to complete a sheet, you can capture more than 95% or you can trap the leptons on your side of the line. This destroys them and you progress to the next sheet.

Although complex to explain the game is easy to learn and most addictive. The graphics are perfectly adequate and the sound is very good. The facility to use joysticks is also worthwhile and using the First Byte interface I found the response to be excellent. **D.C.**

instructions	95%
playability	95%
graphics	85%
value for money	95%

★★★★★

Bumble Bee Electron £6.95

Program Power, Sheepscar Hse, Leeds LS7 1AD

This is an engaging, non-violent game which is quite difficult to categorise. It has some relationship to Pac Man since you are chased by a number of spiders who will destroy you in no uncertain terms if touched.

There is also a maze but the actual shape of this is changed as you move around. The maze walls are in fact gates, which you walk through causing them to make a wall at 90 degrees to their original position.

This means that you can arrange the walls to stop the spiders getting to you. It isn't that simple though. Besides all that there are pots of poisoned food and toadstools. Both kill bees so must be avoided but the food kills spiders too so you try to make the spiders touch them and get extra points for each one killed.

Overall there are enough new ideas in this game to make it quite addictive and, although a little slow for younger arcade freaks, I find this keeps the interest of the older player. The graphics are excellent with a good use of colour. **D.C.**

instructions	90%
playability	85%
graphics	90%
value for money	85%

★★★★★

Dare Devil Dennis II CBM 64 £7.95

Visions, 1 Felgate Mews, Studland St, London W6 9JT

In this game you play the part of Oscar-winning stuntman Dare Devil Dennis. Your first task is to get on to the filmset without standing on the director's flowers, whilst bursting as many balloons as possible.

Your cousin has stolen the Oscar, and scattered its pieces around the set. You must retrieve the pieces whilst avoiding the many obstacles — if not, you lose one of your five lives.

Each screen consists of a number of platforms. You start at the top and can move between them by falling down the gaps or jumping up from the power springs provided. Each new set is progressively more difficult with additional hazards, some moving.

The program has a bug, however. Often a hazard is placed on top of Dennis at the start of a screen, resulting in the loss of a life before you can start on the screen.

The game is great fun and can become quite addictive. Should you have an urge to be a stuntman, try Dare Devil Dennis as a safe alternative. A word of warning — the instructions are of epic proportions.

instructions	90%
ease of use	90%
graphics	90%
value for money	90%

★★★★★

CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

1	Daley Thompsons Decathlon	Ocean	Spectrum (1)
2	Beach Head	U S Gold	Spectrum (2)
3	Monty Mole	Gremlin	Spectrum (3)
4	Zaxxon	U S. Gold	CBM 64 (-)
5	Kokotoni Wilf	Elite	Spectrum (4)
6	Football Manager	Addictive	Spectrum (5)
7	Avalon	Hewson	Spectrum (-)
8	Jet Pac	Ultimate	Spectrum (-)
9	Boulder Dash	Statesoft	CBM 64 ( )
10	Full Throttle	Micromega	Spectrum (10)

NON-ARCADE

1	Twin Kingdom Valley	Bug Byte	Spectrum (3)
2	World Cup Football	Artic	CBM 64 (-)
3	Lords of Midnight	Beyond	Spectrum (5)
4	Sherlock	Melbourne Hse	Spectrum (1)
5	American Football	Mind Games	Spectrum (2)
6	Hampstead	Melbourne Hse	Spectrum (10)
7	ZimSalaBim	Melbourne Hse	CBM 64 (7)
8	Solo Flight	U S. Gold	CBM 64 (-)
9	Star Trader	Bug Byte	Spectrum (6)
10	Hobbit	Melbourne Hse	CBM 64 (4)

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

1	Matchpoint	Sinclair (5)
2	Stop the Express	Sinclair (10)
3	Chequered Flag	Sinclair (9)
=	Daley Thompson's Decathlon	Ocean (-)
	[illegible]	S Projects (1)
	[illegible]	Centresoft (-)
	[illegible]	Micromega (2)
8	Night Gunner	Digital (7)
	[illegible]	Mikro-Gen (-)
10	Mugsy	[illegible] (-)

COMMODORE 64

1	Daley Thompson's Decathlon	Ocean ( )
2	Beach Head	Centresoft ( )
3	Football Manager	Addictive Games (-)
4	Space Pilot	Mastertronic (4)
5	Black Hawk	Creative Sparks ( )
6	Hunchback	Ocean (2)
7	Kensington	Leisure Genius (-)
8	Monty Mole	Centr[illegible] ( )
9	BMX Racers	Mastertronic (5)
10	Manic Miner	S[illegible] (7)

DRAGON 32

1	Hunchback	Ocean (4)
	[illegible]	A & F (-)
3	Kriegspiel	[illegible] (-)
4	Dragon Chess	Oasis (-)
5	Ring of Darkness	W ntersoft (2)
6	Cave Fighter	Castlesoft (-)
7	Cuthbert in the Mines	M crodeal (7)
8	Chocolate Factory	M nts (5)
9	Up Periscope	Beyond (8)
	[illegible]	M crodeal (-)
=	Mansion Adventure 1	Microdea. (-)

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

1	Computer War	Creative Sparks (8)
	[illegible]	Mastertronic (-)
3	Flight 015	Craig Comms (1)
4	Max	Anirog (-)
5	Jet Pac	Ultimate (-)
	[illegible]laze Gold	[illegible] (9)
7	Tank Commander	Creative Sparks (10)
8	Chariot Race	Micro Antics (3)
9	Snooker	Visions (2)
	[illegible]	[illegible]

BBC

1	Football Manager	Add ctive (-)
2	Battle Tank	[illegible] (-)
3	Spitfire Command	Superior (-)
4	O Man	MRM (-)
=	Fortress	Pace (4)
6	Scrabble	Leisure Genius (1)
7	Kensington	Leisure Genius (2)
8	Checkout	Virgin (6)
9	Hunchback	[illegible]
10	3D Munchy	[illegible] (-)

ZX81

1	Planet Raider	[illegible]
2	Krypton Ordeal	Novus (-)
3	Walk the Plank	[illegible]
4	Black Crystal	PSS (3)
=	Asteroids	Quicksilva (-)
=	ZX Forth	Sinclair (-)
=	Chess 1K	Sinclair (-)
8	Flight Simulation	Sinclair (4)
9	Scramble	Quicksilva (4)
10	Mothership	Sinclair (4)

Danger on the high seas

Do you want to command your own fleet? Paul [illegible]'s program gives you the chance to be a war hero but watch out, the enemy gives as good as it gets

This version of the pencil and paper game Battleships engages you and the ever-hostile ZX81 in a battle of naval strategy

After running the program the computer goes into fast mode for about one minute allowing admirals to finish their game of bowls.

Both fleets consist of

- two battleships length four units BBBB
- two cruisers length three units CCC
- two destroyers length two units DD
- four submarines length one unit S

These must be anchored in a grid of 10*10 units. Ships may be placed horizontally, vertically or diagonally; however, different ships may not occupy adjacent squares (including those diagonally adjacent).

On the prompt "Position of stern?" the co-ordinates of one of the ends of the ship should be entered, then the direction after the "Direction?" prompt. The possible directions are given by the compass in the right hand window.

For example, to place a battleship in squares A1, B2, C3, D4 you can either put the stern in A1 by entering "A1" then direction "4" or position "D4" followed by direction "8"

This is repeated until your fleet is safely anchored. However the tranquility is soon broken when a shell is fired at your ships. If this unprovoked first shot misses it will fall harmlessly into the sea and will be marked as a miss with a grey graphic, if a ship is hit by the shell, the letter becomes the inverse letter.

On the command fire, you must retaliate by selecting a square on your opponent's grid, as yet blank, and enter it as before "letter number". If the square becomes grey, you have missed, or if it becomes an inverse letter you have hit

The two of you now take turns to unleash deadly missiles on each other. Submarines are sunk after one hit, though larger ships require a hit on each unit of their length before they are destroyed.

Note:

- Once a ship is destroyed the area around the ship is filled with grey since you are not allowed to occupy adjacent squares.
- If you fire at a square which has already been eliminated you will be informed that you are wasting ammunition

The winner is the first to completely destroy the opposing fleet.

Variables

- **A(4,10,10)** holds computer's and player's grids
- **BS** player's input
- **C(2)** number of ships each player has left
- **CC** computer's "aim" mode
- **CD** code of graphic
- **D** direction
- **DO** fixed direction
- **F** flag set if a ship will not fit into the grid
- **G,H,I** loop variables
- **L** length of ship
- **LC** length of ship computer is trying to destroy
- **X,XX,Y,YY** co-ordinates
- **XC,YC** previous co-ordinates at which computer fired
- **Z** general purpose variable

How it works

- **10-170** set up computer's grid
- **60** finds length and code of ship
- **70-90** random position and direction
- **100-160** try all directions, repeat until ship fits then fill grid
- **210-540** print screen
- **560-750** input position and direction from player
- **760-780** check to see if ship will fit
- **790-840** print ship
- **860-900** remove compass
- **910-970** remove markers from around ships which prevent ships touching
- **1000-1080** initialise variables
- **1090** changes player
- **1092-1094** if computer's go, choose co-ordinates
- **1095-1110** player inputs square
- **1120-1190** wasted shot routine
- **1200-1210** set array to show hit
- **1212-1225** print hit on screen
- **1230** if miss, changes player
- **1235** if comuter hit, goes into search mode to look for rest of ship
- **1240-1295** test to see if ship is totally destroyed
- **1310-1330** reduce number of ships left, check if either side has won, remove computer from search mode
- **1360-1490** fill in spaces around ship
- **1500** next player's go
- **5000-5110** check to see if ship fits in grid
- **5150-5300** fill grid with code for ship, surround ship with "8" to prevent other ships touching it
- **5310-5330** return, setting F=1 if ship will not fit
- **5400-5470** find length L, code CD for ship type S
- **5500-5620** player's input, converted to co-ordinates
- **6000-6170** search for end of ship and give direction of ship from that end
- **6200-6260** count the number of units destroyed
- **7000-7060** choose random square to fire at
- **7070-7290** if only one part of ship hit, search around and select one possible direction ship could be in
- **7300-7370** if more than one part of ship destroyed, look for space at either end
- **7380-7400** return with co-ordinates
- **8000-8090** end of game routine

Hints on conversion

Conversion should not produce too many problems. Both grids need to be printed. The codes used are 8 a miss, 39 B, 40 C, 41 D, 56 S and 128 added to each of these to get the inverse character

```
  10 DIM A(4,10,10)
  20 LET I=1
  30 FAST
  40 FOR S=1 TO [illegible]
  60 GOSUB 5400
  70 LET X=INT (RND*10)+1
  80 LET Y=INT (RND*10)+1
  90 LET D=INT (RND*8)+1
 100 LET DO=D
 110 GOSUB 5000
 120 IF F=0 THEN GOTO 170
 130 LET D=D+1
 14[illegible] IF D=9 THEN LET D=1
 15[illegible] IF D=DO THEN GOTO 70
 16[illegible] GOTO 110
 17[illegible] NEXT S
 21[illegible] FOR X=0 TO 31
 22[illegible] FOR Y=0 TO 21
 23[illegible] PRINT AT Y,X,"[illegible]"
 240 NEXT Y
 250 NEXT X
 260 FOR Z=0 TO 15 STEP 15
 270 FOR X=2+Z TO 14+Z
 280 FOR Y=2 TO 8
 290 PRINT AT Y,X," "
 300 NEXT Y
 310 NEXT X
 320 NEXT Z
 330 FOR Z=0 TO 15 STEP 15
 340 PRINT AT 10,4+Z;"ABCDEFGHIJ
 350 NEXT Z
 360 FOR X=3 TO 16 STEP 15
 370 FOR Y=1 TO 9
 380 PRINT AT 10+Y,X;CHR$ (156+Y
 390 NEXT Y
 400 NEXT X
 410 PRINT AT 20,2,"[illegible]"
 420 PRINT AT 20,17,"[illegible]"
 430 FOR Z=4 TO 19 STEP 15
 440 FOR X=Z TO Z+9
 450 FOR Y=11 TO 20
 460 PRINT AT Y,X," "
 470 NEXT Y
 480 NEXT X
 490 NEXT Z
 500 PRINT AT 3,21;"8 1 2"
 510 PRINT AT 4,22,"[illegible]"
 520 PRINT AT 5,21;"7[illegible]3"
 530 PRINT AT 6,22;"[illegible]"
 540 PRINT AT 7,21,"6 5 4"
 550 SLOW
 560 LET Z=3
 570 FOR S=1 TO 10
 590 GOSUB 5400
```

```
600 FOR G=1 TO L
610 PRINT AT 3,■+G;CHR$ CD
620 NEXT G
630 PRINT AT 4,3;"POSITION OF"
640 PRINT AT 5,4;"STERN?"
650 GOSUB 5500
660 PRINT AT 3,9;B$(1 TO 3)
670 PRINT AT 4,3;"                "
680 PRINT AT 5,4;"          "
685 IF L=1 THEN GOTO 760
690 PRINT AT 4,3;"DIRECTION?"
700 INPUT ■■
710 IF CODE B$<29 OR CODE B$>36
THEN GOTO 700
720 LET D=VAL B$(1)
730 PRINT AT 3,13;B$(1)
750 PRINT AT 4,3;"                "
760 GOSUB 5000
770 PRINT AT 3,3,"                "
780 IF F=1 THEN GOTO 600
790 LET XX=X
800 LET YY=Y
810 FOR G=1 TO L
820 PRINT AT 10+YY,18+XX;CHR$ C
D
830 GOSUB 5600
840 NEXT G
850 NEXT S
860 FOR Y=3 TO 7
870 FOR X=21 TO 25
880 PRINT AT Y,X;" "
890 NEXT X
900 NEXT Y
910 FOR Z=1 TO 3 STEP 2
920 FOR X=1 TO 10
930 FOR Y=1 TO 10
940 IF A(Z,X,Y)=8 THEN LET A(Z,
X,Y)=0
950 NEXT Y
960 NEXT X
970 NEXT Z
1000 LET CC=0
1010 DIM C(2)
1020 LET C(1)=10
1030 LET C(2)=10
1080 LET PL=2
1090 LET PL=3-PL
1092 IF PL=1 THEN GOSUB 7000
1094 IF PL=1 THEN GOTO 1200
1095 PRINT AT 4,18;"FIRE"
1100 GOSUB 5500
1110 PRINT AT 4,18;"    "
1120 IF A(4,X,Y)<>8 AND A(4,X,Y)
<57 THEN GOTO 1200
1130 PRINT AT 4,17;"DONT WASTE"
1140 PRINT AT 5,18;"AMMUNITION"
1150 FOR G=1 TO 50
1160 NEXT G
1170 PRINT AT 4,17;"              "
1180 PRINT AT 5,18;"          "
1190 GOTO 1090
1200 IF A(5-2*PL,X,Y)=0 THEN LET
 A(PL*2,X,Y)=6
1210 IF A(5-2*PL,X,Y)>0 THEN LET
 A(2*PL,X,Y)=A(5-2*PL,X,Y)+128
1212 FOR G=1 TO 5
1215 PRINT AT 10+Y,3+X+15*(PL=1)
;" "
1220 PRINT AT 10+Y,3+X+15*(PL=1)
;CHR$ A(2*PL,X,Y)
1225 NEXT G
1230 IF A(2*PL,X,Y)=8 THEN GOTO
1090
1235 IF PL=1 AND CC=0 THEN LET C
C=3
1240 IF A(2*PL,X,Y)=184 THEN GOT
O 1300
1250 GOSUB 6000
1260 IF A(PL*2,X,Y)=169 AND D<>0
 THEN GOTO 1300
1270 GOSUB 6200
1280 IF A(PL*2,X,Y)=168 AND L=3
THEN GOTO 1300
1290 IF A(PL*2,X,Y)=167 AND L=4
THEN GOTO 1300
1295 GOTO 1090
1310 LET C(PL)=C(PL)-1
1320 IF PL=1 THEN LET CC=0
1330 IF C(PL)=0 THEN GOTO 5000
1360 LET XX=X
1370 LET YY=Y
1380 IF A(PL*2,X,Y)=169 THEN LET
 L=2
1390 IF A(PL*2,X,Y)=164 THEN LET
 L=1
1400 FOR G=1 TO L
1410 FOR X=XX-1 TO XX+1
1420 FOR Y=YY-1 TO YY+1
1430 IF X<1 OR X>10 OR Y<1 OR Y>
10 THEN GOTO 1470
1440 IF A(PL*2,X,Y)>0 THEN GOTO
1470
1450 LET A(PL*2,X,Y)=8
1460 PRINT AT 10+Y,3+X+15*(PL=1)
;"■"
1470 NEXT Y
1480 NEXT X
1485 GOSUB 5600
1490 NEXT G
1500 GOTO 1090
5000 LET F=0
5030 LET XX=X
5040 LET YY=Y
5050 FOR G=1 TO L
5060 IF XX>10 OR XX<1 THEN GOTO
5320
5070 IF YY>10 OR YY<1 THEN GOTO
5320
5080 IF A(Z,XX,YY)>0 THEN GOTO 5
320
5090 GOSUB 5600
5110 NEXT G
5150 IF S>6 THEN LET CD=56
5160 LET XX=X
5170 LET YY=Y
5180 FOR G=1 TO L
5190 LET A(Z,XX,YY)=CD
5200 FOR H=XX-1 TO XX+1
5210 FOR I=YY-1 TO YY+1
5220 IF H<1 OR H>10 THEN GOTO 52
60
5230 IF I<1 OR I>10 THEN GOTO 52
60
5240 IF A(Z,H,I)>0 THEN GOTO 526
0
5250 LET A(Z,H,I)=8
5260 NEXT I
5270 NEXT H
5280 GOSUB 5600
5300 NEXT G
5310 RETURN
5320 LET F=1
5330 RETURN
5400 LET L=5-INT ((S+1)/2)
5420 IF S>6 THEN LET L=1
5430 IF S<3 THEN LET CD=39
5440 IF S=3 OR S=4 THEN LET CD=4
0
5450 IF S=5 OR S=6 THEN LET CD=4
1
5460 IF S>6 THEN LET CD=56
5470 RETURN
5500 INPUT B$
5510 LET B$=B$+"    "
5520 LET X=CODE B$(1)-37
5530 IF X<1 OR X>10 THEN GOTO 55
00
5540 IF CODE B$(2)<29 OR CODE B$
(2)>37 OR CODE B$(3)>28 THEN GOT
O 5500
5550 IF CODE B$(3)<28 AND B$(3)<
>" " THEN GOTO 5500
5560 LET Y=VAL B$(2 TO 3)
5570 RETURN
5600 LET XX=XX+(■=2 OR D=3 OR D=
4)-(D=6 OR D=7 OR D=8)
5610 LET YY=YY+(D=4 OR D=5 OR D=
6)-(D=1 OR D=2 OR D=8)
5620 RETURN
6000 LET CD=A(PL*2,X,Y)
6010 LET D=9
6020 LET D=D-1
6030 IF D=0 THEN RETURN
6040 LET XX=X
6050 LET YY=Y
6060 GOSUB 5600
6070 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN GOTO 6020
6080 IF A(PL*2,XX,YY)=CD THEN GO
TO 6100
6090 GOTO 6020
6100 LET X=XX
6110 LET Y=YY
```

```
6120 GOSUB 5600
6130 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN GOTO 6160
6140 IF A(PL+2,XX,YY)<>CD THEN G
OTO 6160
6150 GOTO 6100
6160 LET D=D+4-8*(D>4)
6170 RETURN
6200 LET XX=X
6210 LET YY=Y
6220 LET L=1
6225 IF D=0 THEN RETURN
6230 GOSUB 5600
6235 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN RETURN
6240 IF A(PL+2,XX,YY)<>A(PL+2,X,
Y) THEN RETURN
6250 LET L=L+1
6260 GOTO 6230
7000 IF CC<>0 THEN GOTO 7070
7010 LET X=INT (RND*10)+1
7020 LET Y=INT (RND*10)+1
7030 IF A(2,X,Y)<>0 THEN GOTO 70
10
7040 LET XC=X
7050 LET YC=Y
7060 RETURN
7070 IF CC<>9 THEN GOTO 7300
7080 LET LC=171-A(2,XC,YC)
7090 LET D=INT (RND*8)+1
7100 LET L=1
7110 LET XX=XC
7120 LET YY=YC
7130 GOSUB 5600
7140 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN GOTO 7190
7150 IF A(2,XX,YY)=8 THEN GOTO 7
190
7160 LET L=L+1
7170 IF L=LC THEN GOTO 7310
7180 GOTO 7130
7190 LET D=D+4-8*(D>4)
7200 GOSUB 5600
7210 LET L=1
7220 GOSUB 5600
7230 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN GOTO 7260
7240 IF A(2,XX,YY)=8 THEN GOTO 7
280
7250 LET L=L+1
7260 IF LC<>L THEN GOTO 7220
7270 GOTO 7310
7280 LET D=D+5-8*(D>3)
7290 GOTO 7100
7300 LET D=CC
7310 LET XX=XC
7320 LET YY=YC
7330 GOSUB 5600
7335 IF XX<1 OR XX>10 OR YY<1 OR
 YY>10 THEN GOTO 7350
7340 IF A(2,XX,YY)=0 THEN GOTO 7
370
7345 IF A(2,XX,YY)>8 THEN GOTO 7
330
7350 LET D=D+4-8*(D>4)
7360 GOTO 7310
7370 IF A(3,XX,YY)>0 THEN LET CC
=D
7380 LET X=XX
7390 LET Y=YY
7400 RETURN
8000 IF PL=2 THEN GOTO 8080
8010 FAST
8020 CLS
8030 FOR G=1 TO 100
8040 NEXT G
8050 PRINT AT 10,11;"THE END"
8060 SLOW
8070 STOP
8080 PRINT AT 0,4;"
          GAME"
```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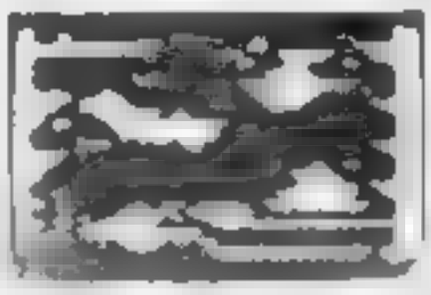

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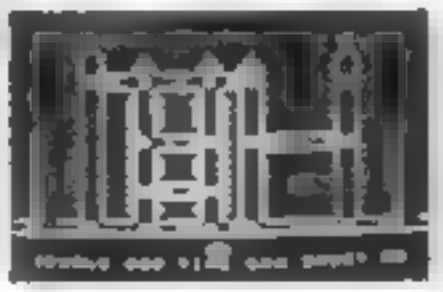

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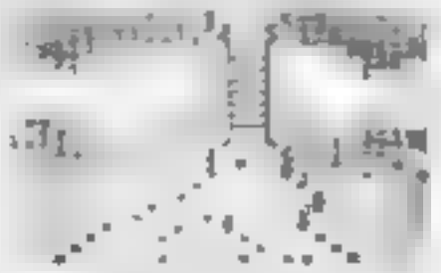

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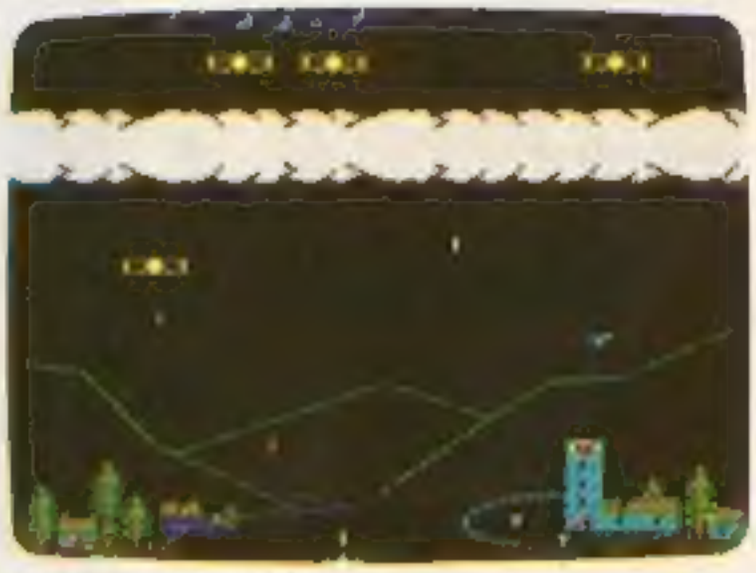

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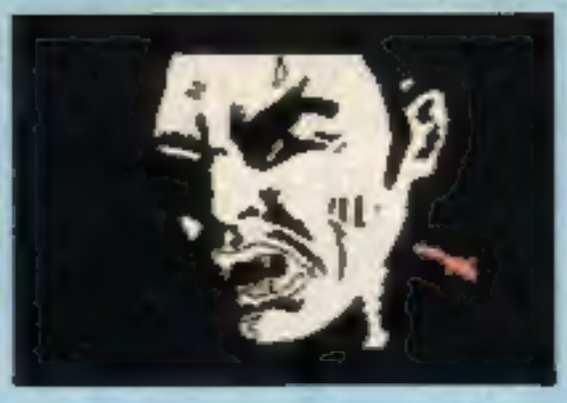

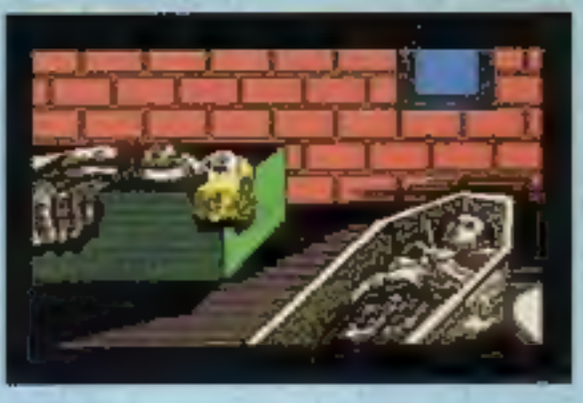

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Please debit my Access card No .....

.....

Expiry Date .....

Signature .....

Name .....

Address .....

.....

.....

..... Postcode .....

HCW 4/10A

Access orders can be telephoned through on our 24-hour ansafone (0235) 83 5001.